Yousef Mohamed

Multidisciplinary Visual Artist

Concept Artist & Graphic Designer | Editor | 2D Animator | VFX Generalist

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About me

I am a Multidisciplinary Visual Artist with strong skills in Concept Art, Graphic Design, Animation, and VFX. My main focus is environment design and perspective drawing (up to 6-point). I combine traditional art basics with digital tools to create creative and clear visual ideas. I have experience in both personal projects and team collaborations, making storyboards, demo sequences, and design works. I am a fast learner, flexible, and problem solver, always improving my art and technical skills every day.

I started academic learning and gained my practical experience from 2022 until now.

Age: 21 years ago

SKILLS

Concept Art (Core Specialization)

Strong focus on Environment Design (natural, urban, sci-fi, fantasy settings)
Advanced Perspective Drawing (1–6 point perspective; accurate vanishing point control)
Concept Art: skilled at Photobashing + Hand Painting to combine speed with originality
Prop Design & Vehicle Design (functional + stylized concepts)
Value, light & color for atmosphere and storytelling
Effective use of references & moodboards (PureRef workflows)
Storyboarding — created silent storyboards for a volunteer animated project

Graphic Design

Solid grasp of design principles (Unity, proximity, repetition,balance, contrast, rhythm, emphasis, hierarchy)
Skilled in grid systems and layout for posters, covers, and digital media
Creative application of typography and visual hierarchy
Photo Manipulation & Design Compositing (creative blending, collage, and realistic integrations).

Animation (2D)

Frame-by-frame animation and clean-up
Rigging (mesh-based rigs) for efficient 2D workflows (OpenToonz, others)

Video Editing & Post-Production

Editing & montage in DaVinci Resolve (storytelling through pacing, timing, rhythm)
Color grading for mood and consistency
Compositing & VFX:
Rotoscoping & cleanup
Green screen removal (keying), and more
Node-based workflows (Natron, DaVinci Fusion, Opentoonz)

Additional Skills

High creativity, problem-solving, and flexibility when adapting to new tools and workflows
Fast typing skills: Arabic: 53 WPM (highest score), English: 30 WPM (highest score)
Speed reading: 194 words per minute
Quick learning strategies & adaptability in technical workflows
AI literacy: proficient in using AI tools for art and production pipelines
Basic Python programming (for AI workflows)
Comfortable with Terminal commands and system operations (macOS & Windows)
Productivity tools: Anki (spaced repetition), Trello (task management), and other super-productivity apps
Languages: English proficiency almost there B1 level (actively improving daily in reading, writing, listening, and speaking)
Strong focus on new skills & re-skilling (continuous learning and self-development mindset)

Tools

Software Experience

Started on mobile and produced some projects using mobile apps.

Mobile apps

• Snapseed
• ibisPaint X
• Video Maker

Desktop / Desktop apps (macOS / Windows)

• Microsoft Word
• Microsoft PowerPoint
• Adobe Photoshop — Master
• Krita — Master
• PureRef — Reference tool
• Darktable
• Shotcut
• DaVinci Resolve — Master (editing & color grading)
• OpenToonz — 2D animation
• Natron — Node-based compositing
• Waveform 13 (audio editing / DAW)
• Cinema 4D (1 year, 2023)
• Blender — Basic
• Inkscape — Basic
• macOS & Windows proficiency (4 years Windows 2020-2024 , 1 year macOS mid 2024 until now)

Links

LinkedIn:
linkedin.com/in/yousef-mohamed

Behance:
behance.net/yousefmohamed2004

Instagram:
instagram.com/_yousefmohamad/

Vimeo:
vimeo.com/yousefmohamed2004

YouTube:
youtube.com/@Usif_mohamd2004

EDUCATION

2022 / 2026 mid

Benha University
student at the faculty of Arts, Department of psychology.

2023 – late 2024

Draw Box online school
Focused on drawing fundamentals, perspective, and object drawing.

VOLUNTEERS

Sep 2025

Tahya Misr Students Union

Assisted in creating and managing media content for student activities and events.

Supported social media coverage and promotional campaigns. Took part in on-

video). Collaborated ground media documentation and event coverage (photo &
with the media team to enhance online engagement and visibility.

CERTIFICATIONS

- **Employability Skills Program –Be Ready**

  Modules Covered: Personal Skills, Life Skills,
  Future Skills, Career Readiness

  Powered by (UNDP/ILO/MOHE)   Sep 2025

- **Coursera Project Certificate**

  Designing a Low Fidelity Prototype in Figma   Oct 2022

PROJECTS& ACHIEVEMENTS

Completed 12 projects in 2 weeks for artists, receiving 8 positive feedbacks on social media.   2022–early 2023

Created storyboards for a volunteer episode called "حلويات رمضان" with the page فسائل.   Feb 2023

Contributed to a demo with Studio غواصة, creating a background sequence titled "الأبطال السبع".   Nov 5, 2024

(Not published,but available in portfolio).

Produced an educational YouTube series for students entering Fine Arts, teaching drawing fundamentals, tools, and exam systems.

Collaborative projects with peers

SELF-STUDY & ONLINE TRAINING

Took Arabic courses in caricature art 2022.
Studied multiple English books on perspective, identity design, and graphic design.
Learned software (OpenToonz, Natron, etc.) from official guides and documentation.
Transitioned from traditional (paper & pencil) training to fully online learning starting in the last year