RAWAD ABI AKAR

Lead Technical Artist

PROFESSIONAL SUMMARY

A highly skilled Lead Technical Artist and Game Developer with over 8 years of experience specializing in Unity, C#, and 3D art pipelines for VR and Mixed Reality games. Proven expertise in leading art teams, managing full-cycle development from concept to release, and creating optimized assets and gameplay systems. Strong background in cinematography and VFX, bringing a unique visual storytelling perspective to game development.

TECHNICAL SKILLS

- Programming & Scripting: C#, Python
- Game Engines: Unity, Unreal Engine
- 3D Modeling & Sculpting: Autodesk Maya, Cinema 4D, ZBrush
- Texturing & Material Creation: Substance Painter, Adobe Photoshop, The Foundry Mari
- Animation & Rigging: Maya Character Animation & Rigging
- VFX & Simulation: RealFlow (Fluid Dynamics), Particle Systems
- Video Editing & Compositing: Adobe After Effects, Adobe Premiere, The Foundry Nuke
- Tracking: PFTrack, SynthEyes

PROFESSIONAL EXPERIENCE

Lead Technical Artist & Game Developer | Self-Employed
March 2019 – Present
- Spearheaded the end-to-end development and release of three Mixed Reality games using Unity and C#.
- Sky Runner Drone Hero: Developed and published a funded MR title; handled all aspects of art, coding, and technical design.
- Space Lander: Managed development and launched the game into Early Access.
- Clumsy Crew: Managed development and launched the game to Full Release.
- Created all 3D assets, shaders, animations, and gameplay mechanics, specializing in VR/MR interaction design.

Lead Technical Artist | Impact Reality
February 2024 – April 2025
- Led the art and technical integration for the mixed-reality game Sky Runner: Drone Hero.

- Adapted and rebranded a fully developed personal project (Bomber Drone) for commercial publication.
- Authored C# scripts for gameplay and tools and managed the art pipeline for a shipped product.

Lead 3D Artist | Xploro

September 2021 – August 2023

- Directed the 3D art team, establishing and maintaining the project's visual style.
- Responsible for asset creation, scene lighting, and character animations.
- Mentored junior artists and contributed to C# coding for game features.

Lead 3D Artist | RobocomVR

October 2020 – November 2021

- Led and mentored a team of 3D artists, setting task breakdowns, deadlines, and ensuring quality control.
- Oversaw the concept-to-final-asset pipeline, including modeling, texturing, rigging, and animation.
- Provided technical and artistic guidance and supported development with C# scripting.

3D Generalist | RobocomVR

September 2020 – October 2020

- Created game-ready 3D models, textures, rigs, and animations.

Senior 3D Artist | Prodigious ME

October 2017 – September 2020

- Built and managed the post-production team, including quality control and project quoting.
- Handled modeling, rigging, texturing, shading, lighting, simulation, character animation, and rendering for various projects.

3D Generalist | Alleycat Post Production

April 2015 – September 2017

- Created high-quality 3D assets and VFX for post-production, including modeling, texturing, animation, and compositing.

PROJECTS

- Sky Runner Drone Hero (Meta Quest): https://www.meta.com/en-gb/experiences/sky-runner-drone-hero/25082836531303488/
- Space Lander (Meta Quest): https://www.meta.com/en-gb/experiences/space-lander/9999770260046800/
- Clumsy Crew (Meta Quest): https://www.meta.com/experiences/clumsy-crew/31679422551703113/
- Portfolio: https://sites.google.com/view/rawad-akar/home

EDUCATION

Bachelor's Degree in Cinema and Television
Lebanese University – Institute of Fine Arts II
2010 – 2013
Relevant Coursework: Cinematography, Visual Effects, Animation, Directing, Art Direction, Sound Design.

ADDITIONAL INFORMATION

- Languages: English, French, Arabic
- Interests: Retro Games, Wood Carving, Music Production, DIY Projects, New Technologies.