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Phone: +31 6 83018540

Date of Birth: 5 November 1981

Marital Status: Married

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## WORK EXPERIENCE

March 2011 - November 2014

### INNOVATIVE TECHNOLOGIES - Online

- Project Manager and Video Producer, Human Anatomy for Medical Students.
  - Created the Project Plan and Project Workflow.
  - Supervised team members to ensure quality and adherence to the Project Plan.
  - Created anatomically-correct 3D models with materials and textures of several parts of the human body.
  - Directed and created storyboards for medical educational videos.
  - Created interactive content in Unity3D, representing body parts function and purpose.

January 2010 - February 2011

### INTEGRATED SYSTEMS TECHNOLOGIES - Syria

- Web Designer.
  - Designed web pages for clients and for the company itself. Worked closely with web developers and content creators.
- 3D Generalist.
  - Created 3D content to supplement flash animation and graphics contents.
  - Created 3D and 2D animation shorts for promotional campaigns.
- Flash Animator.
  - Created interactive educational presentations and applications using Adobe Flash for universities and other educational organizations.
- Graphic Designer.
  - Designed printable graphics like flyers and brochures for clients and for the company.

May 2007 - October 2009

### MUHTAREF GROUP - Syria (part-time)

- 3D Generalist.
  - Created 3D content for various purposes like product pre-visualization, interior pre-visualization, high-resolution images for print... etc.
- Flash Animator.
  - Used Adobe Flash to create interactive content for web sites and interactive presentations and galleries.
- Graphics Designer.
  - Designed a variety of printable graphics for costumers.

August 2007 - February 2009

### MAMOUN INST. - Syria (part-time)

Taught English as a Foreign Language. Specialized in Conversational English.  
Created workshop plans and worked with other teachers while executing them.

# SOFTWARE PROFICIENCY

In order of mastery

Autodesk 3Ds Max  
Unity3D  
Adobe Photoshop  
Adobe After Effects  
Adobe Flash

Autodesk Mudbox  
Sony Sound Forge  
Sony Vegas  
Image-Line FL Studio

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## SKILLS

- Modeling and animating anatomically correct 3D models for medical illustrations and demonstrations.
- Modeling mechanical and organic objects, household objects, game structures, game props... etc.
- C# programming in Unity3D.
- UV Mapping, texture creation and baking for game-ready models.
- Video editing.
- Graphic and Web Design.

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## EDUCATION

Acquired the Bachelor's degree in English from the Faculty of Arts, English Department, Al-Ba'ath University, in Homs, Syria in 2006.

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## INTERESTS

Making music, drawing and playing the guitar.