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Date of Birth: 5 November 1981

Marital Status: Married

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

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.
- UVMapping, texture creation and baking for game-ready models.
- Video editing.
- Graphic and Web Design.

EDUCATION

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

INTERESTS

Making music, drawing and playing the guitar.