Abdul-Malik Mahmud

(3D Modeling/Simulation) Serious Games, Unity Development

Largo, MD - Email me on Indeed: indeed.com/r/Abdul-Malik-Mahmud/559c5e1dd4698dc6

Multimedia Artist & Developer transforms passion for 3D modeling and CG animation into concept design, 3D interactive training, serious games and VR simulation.

WORK EXPERIENCE

Training Coordinator / 3D Game Developer

C3 Systems   -   Arlington, VA   -   July 2014 to Present

• Unity 3D Game Developer independently designs and develops serious games.
• Training Coordinator uses 3ds Max 2015, Photoshop and MonoDevelop to program interactive instructional training.
• Creative Talent crafts appealing, efficient and effective virtual simulations.

Multimedia Consultant

Twenty-Third Dimension   -   Columbia, MD   -   January 2013 to July 2014

• 3D Artist evolved concepts, designed custom 3D models and provided digital renders.

Instructor, Digital 3D Animation

American Career Institute   -   Baltimore, MD   -   December 2010 to January 2013

• Innovative Educator inspired bold concepts and cohesive team work via creativity.
• Instructor used 3ds Max and Photoshop to communicate game design techniques.
• Professor guided students in refining their own imaginative concepts into 3D models, of clean geometric form, advanced realism and elegance.

Systems Engineer

Morgan State University   -   Baltimore, MD   -   February 2007 to December 2010

• Research Scientist documented information based aeronautics research.
• Systems Engineer presented storyboard art and 3D animations of virtual battlefield.

Software Engineer (Designer Web III)

ARGTEC, Inc   -   Columbia, MD   -   October 2002 to January 2007

• Graphic UI/UX Software Developer used C to program ActiveX COM server apps
• Software Engineer advanced proprietary Attributed Relational Graph (ARG) technology.
• Designer of branding, logo, animations, graphic and multimedia content.

EDUCATION

Bachelor of Science in Electrical Engineering

Morgan State University   -   Baltimore, MD
May 2002

SKILLS

3D Modeling, Serious Games, Simulation Programming, Unity Development

LINKS

CERTIFICATIONS/LICENSES

Scrum Master
August 2017

ADDITIONAL INFORMATION

Design Software: Autodesk (3ds MAX, Maya), Adobe (Photoshop, Premiere Pro), Unity

Hard Skills: Pencil & ink illustration, digital composition, organic and hard surface modeling for game characters, environments and 3D VR simulation, CAD/CAM/CAE

Programming Languages: ActiveX/COM, C/C++, C#, CSS, HTML5, JavaScript, VBScript (ASP), Visual Basic, XHTML, XML