



ABOUT ME

I am a 26 years old designer who is passionate about 3D. I am currently in my final year and I am looking for an internship.

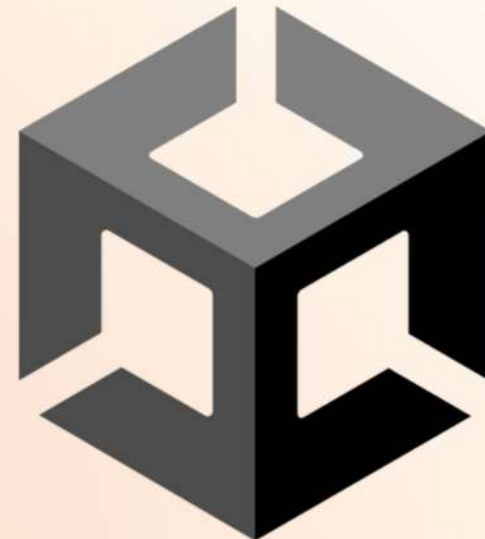
MY SKILLS

- Throughout my education, I have learned a number of skills across different fields.
- In the field of design, I have acquired experience in an array of Adobe software, including Photoshop, Illustrator, Adobe XD, InDesign, Premiere Pro, and After Effects.



MY SKILLS

In the field of 3D, I have gained experience in 3D modeling and animation using Autodesk Maya, as well as game design and mobile game development with Unity. Additionally, I have created and rendered virtual environments using Unreal Engine. I have also developed several interactive virtual reality experiences using Unity and the Meta Quest 2 headset.

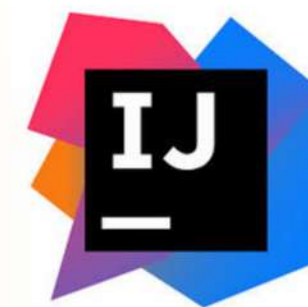
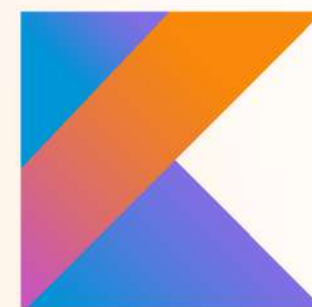
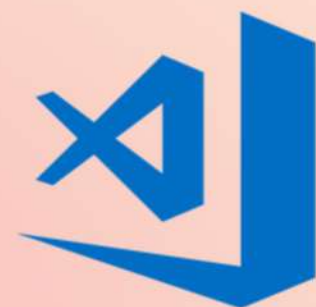
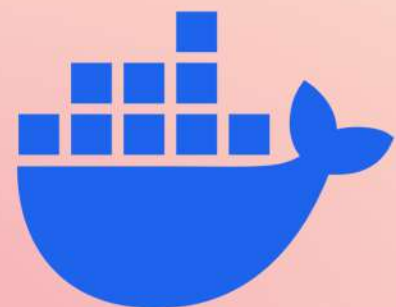


MY SKILLS

In the realm of programming, I have gained experience across multiple domains, including coding in HTML, CSS, JavaScript, Kotlin, and SQL for most of my projects. Additionally, I have worked extensively with C# for Unity projects.

I am proficient in JavaScript frameworks and libraries like React and Vue, as well as backend technologies such as Express. I've also used Docker for containerization and efficient deployment.

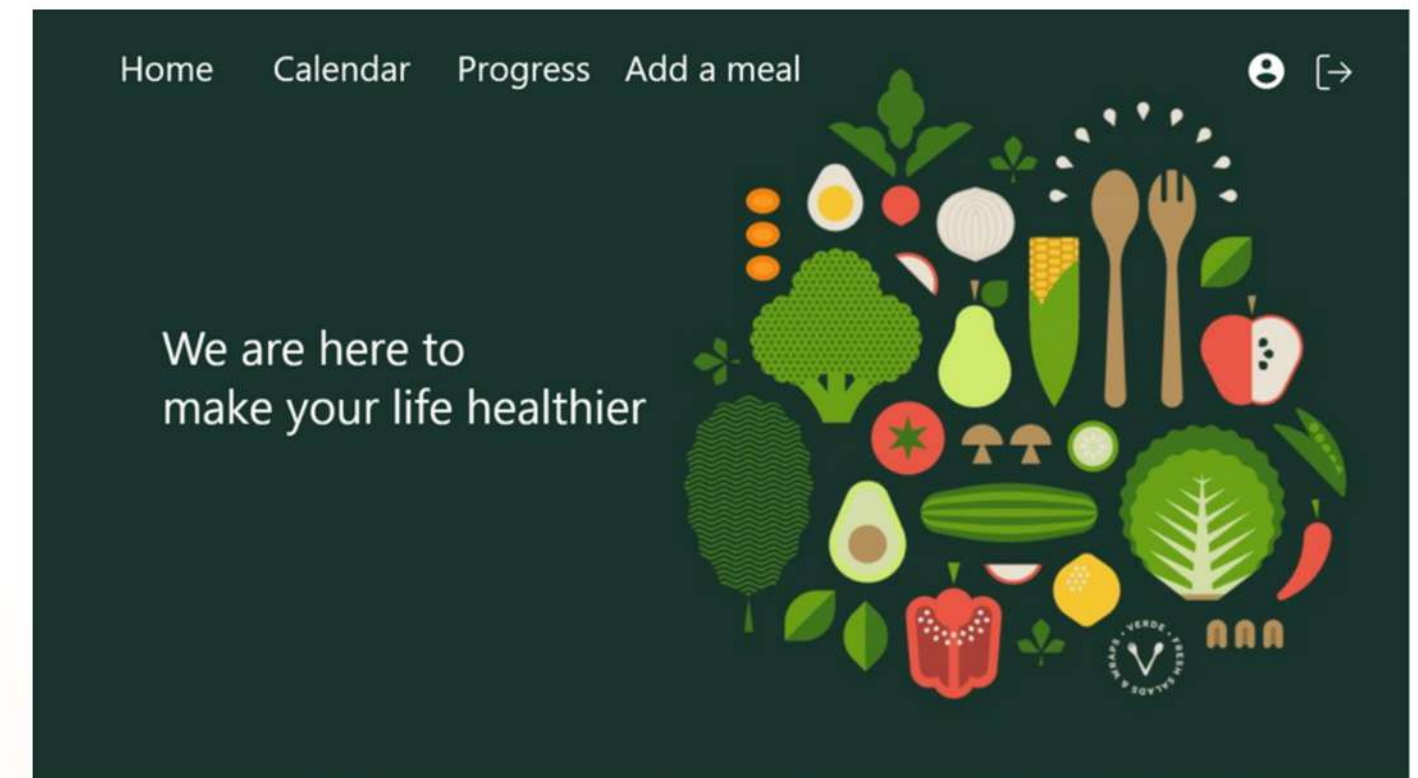
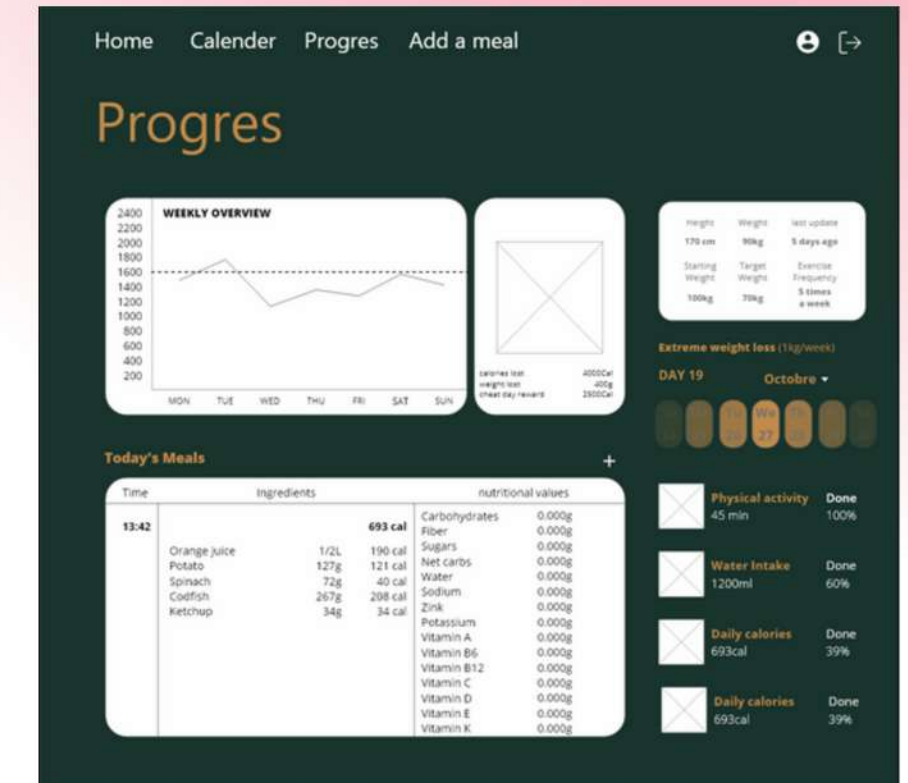
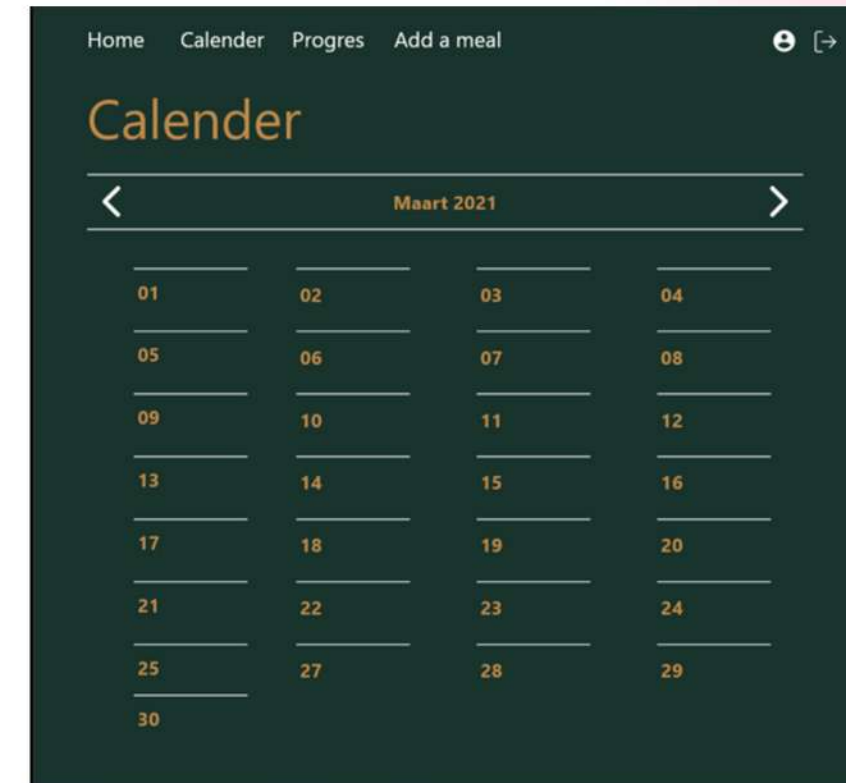
I regularly work with tools like TablePlus, Postman, Git, and Fork. While my preferred IDE is currently Visual Studio Code, I also have experience with IntelliJ IDEA.



PROJECTS

Diet Website

These are mockups of some pages for a website I created. Users can use it to track what they eat and when, as well as monitor their nutritional intake. I used MongoDB to store all the relevant data pulled from my API.

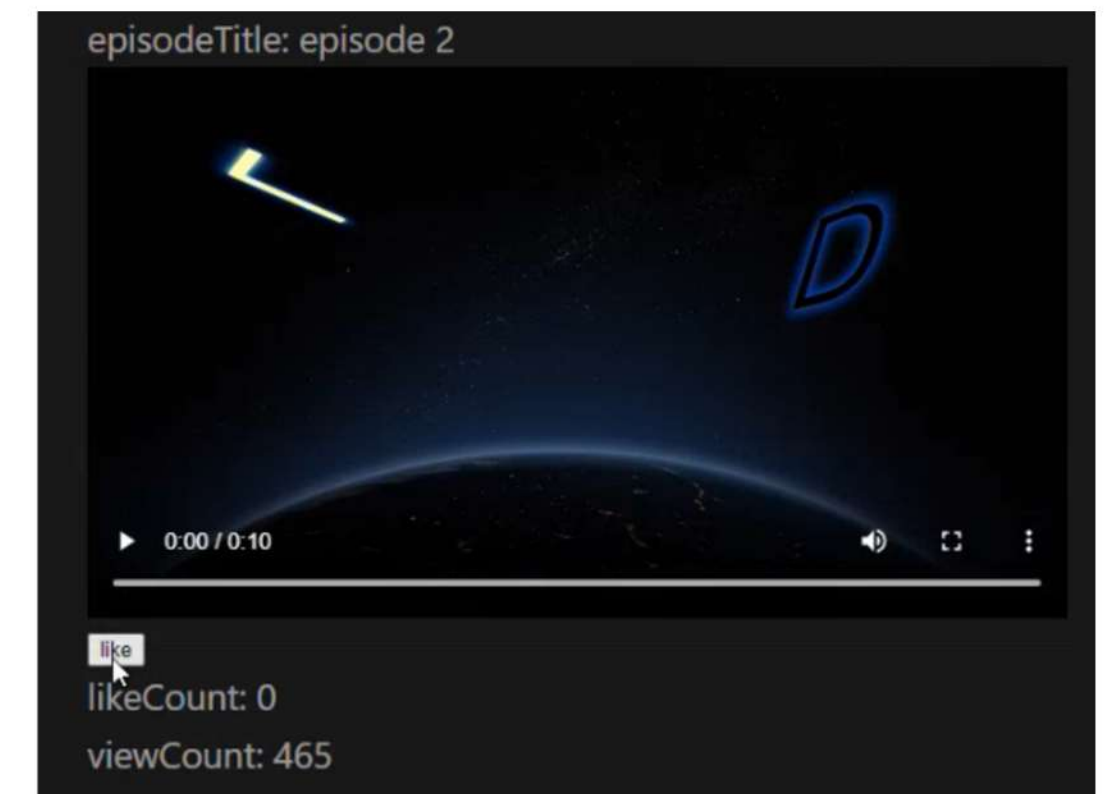
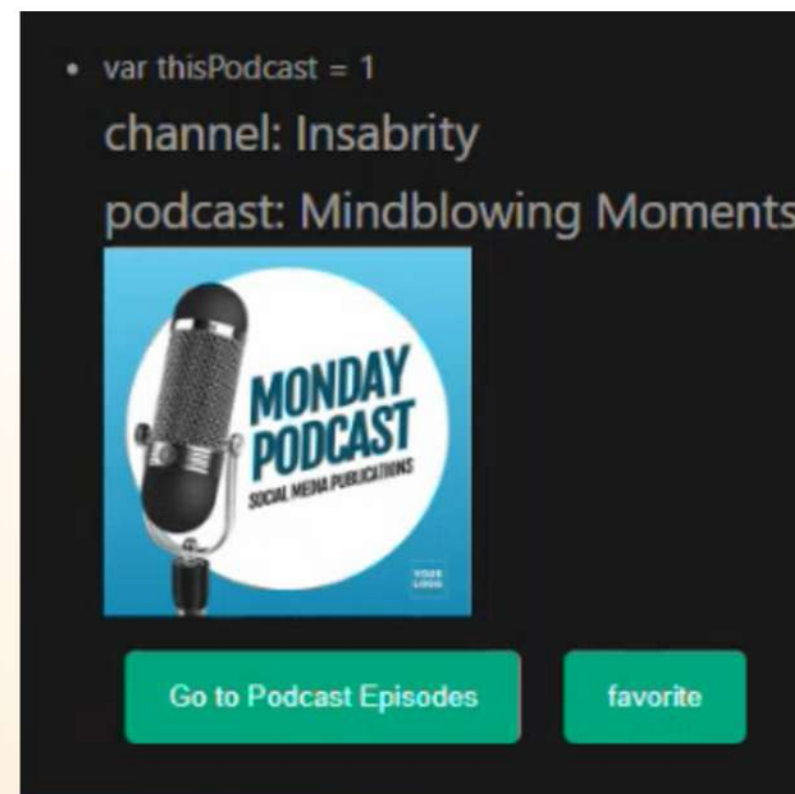
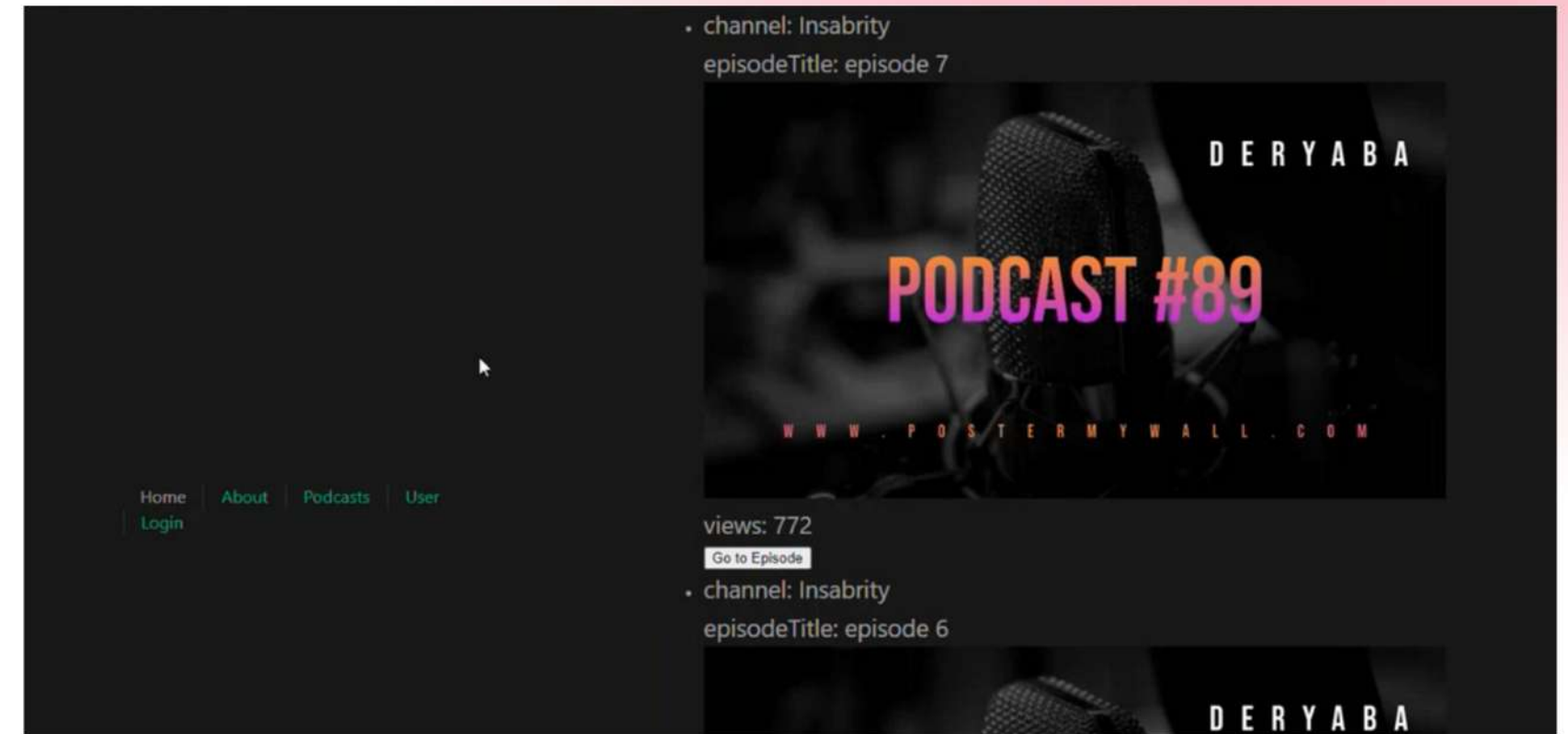


Podcast Website

For a development class, I created a podcast management website where students can create their own podcasts, like other students' podcasts and episodes, or add them to their favorites.

The project was built using Kotlin and Spring Boot for the backend, Vue.js for the frontend, and phpMyAdmin to host the database.

<https://github.com/sabrilassouli/Podcast-Manager>

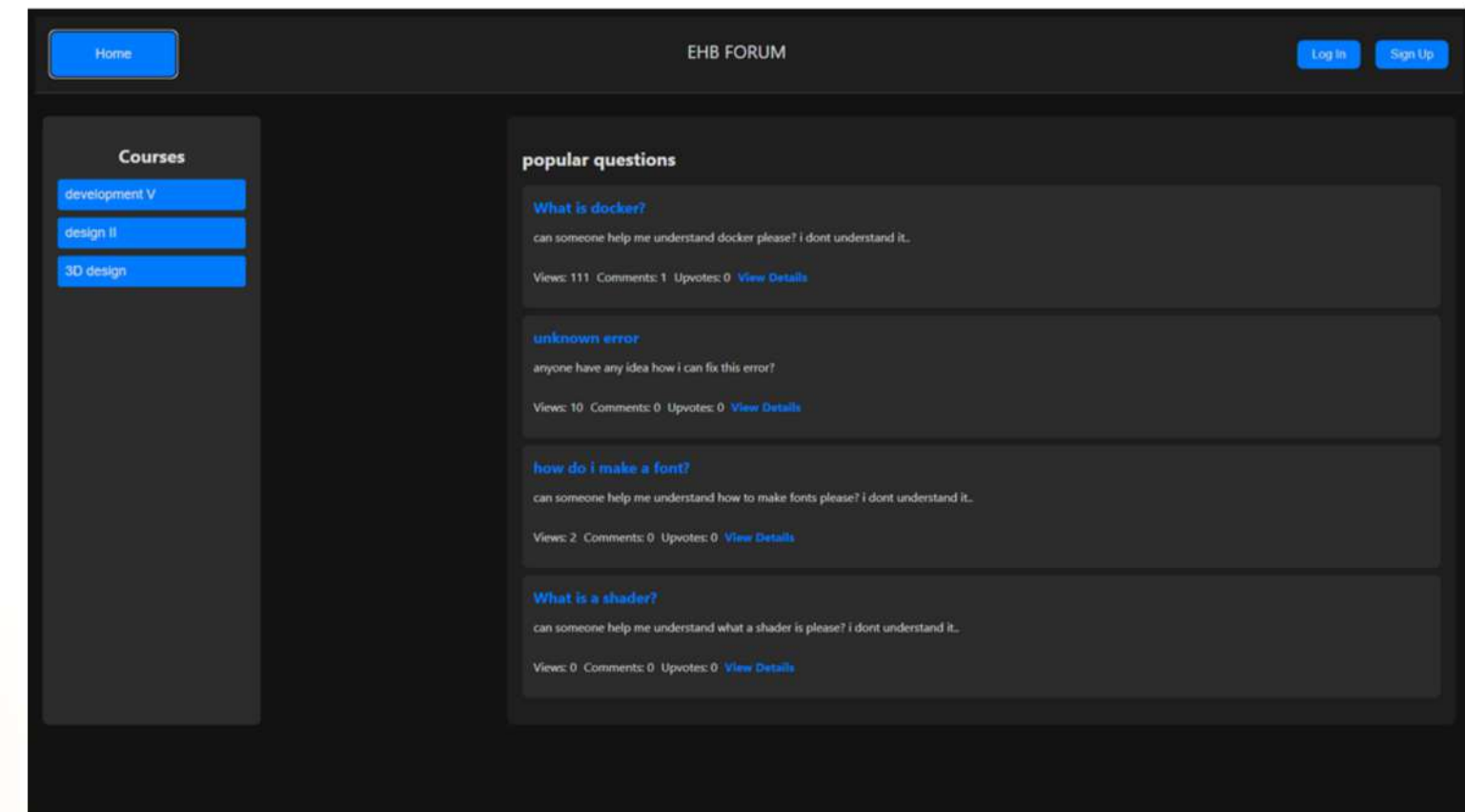
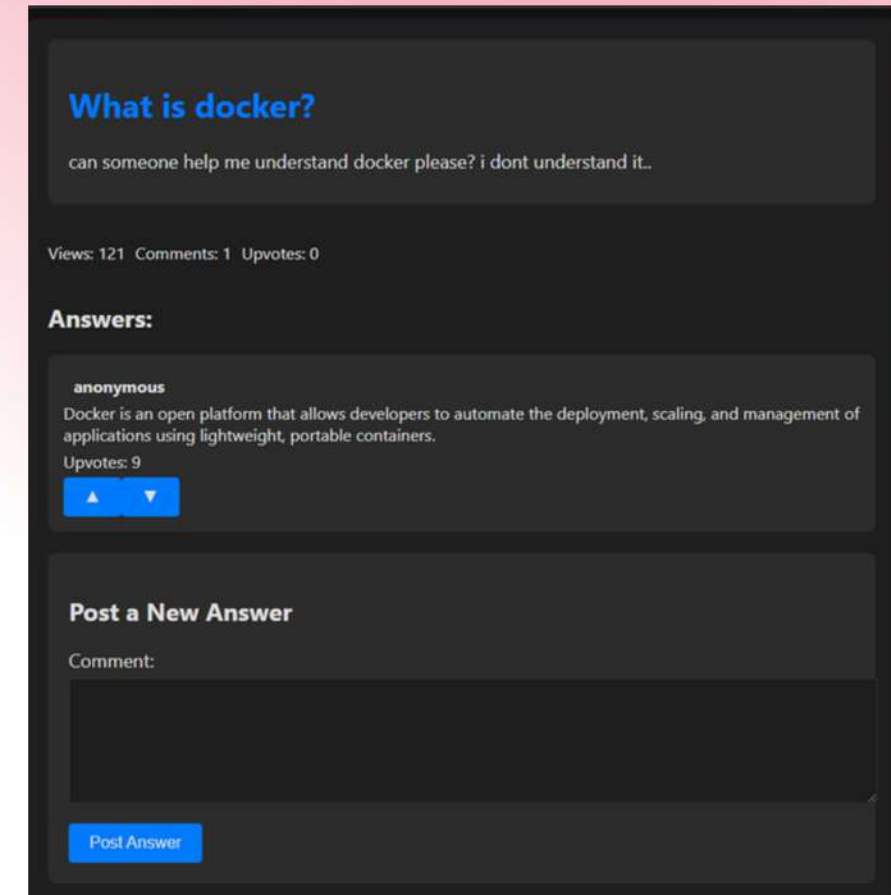
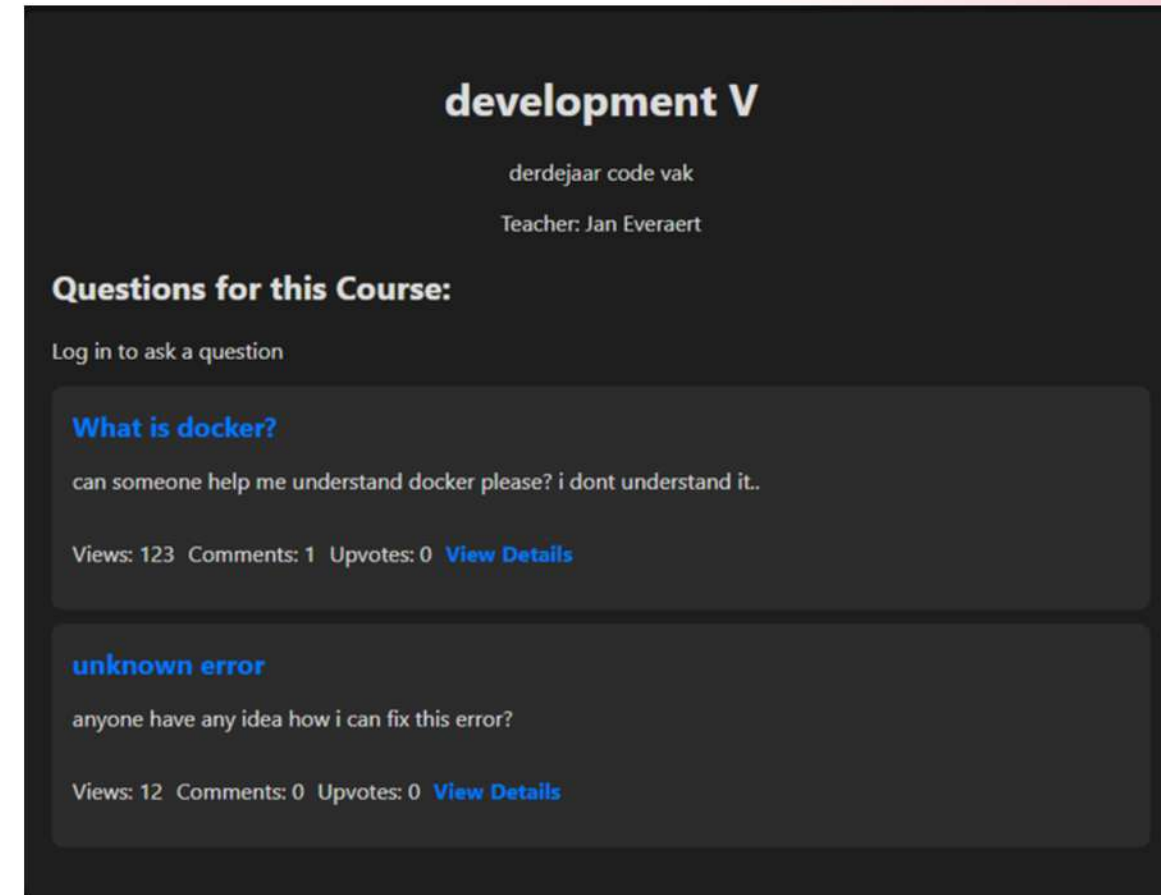


Forum website

For another development class, I created a school forum where students could post their own questions and answer others' inquiries.

The project was built using React for the frontend and Express for the backend, with the application running in a Docker container.

<https://github.com/sabrilassouli/schoolforum>



3D Animation

This is a short clip I animated for my 3D Animation class, a made the character myself from scratch, from the modeling to the shading, rigging and skinning. sadly the mixamo animation had stopped working during the rendering of the clip, but I am still pretty proud om my work on it.

<https://youtu.be/RfJoV-uyJEA>

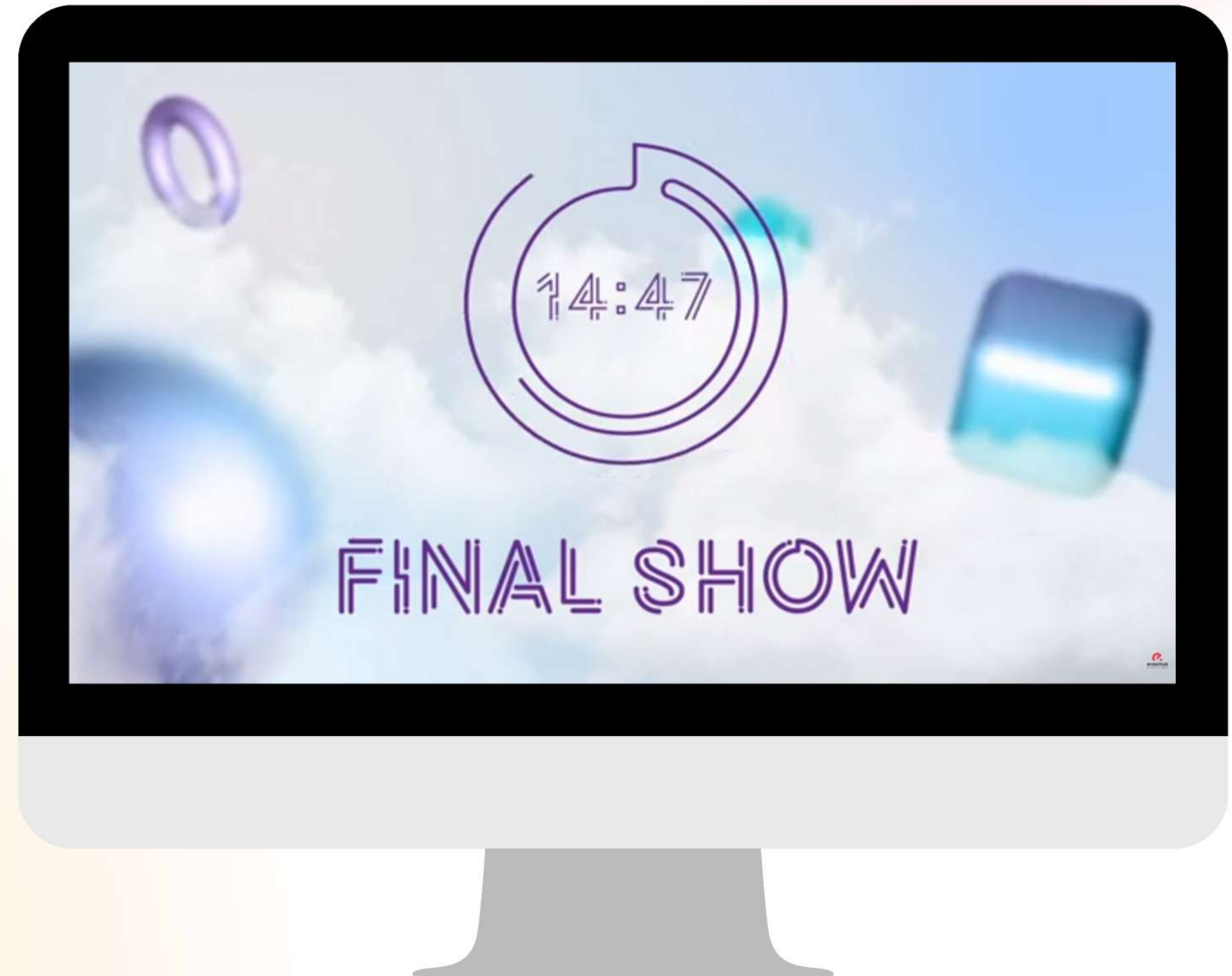


Final Show

During the final show my group and I were in charge of making 3D environments, which we then projected onto the greenscreen during the live stream of the show.

The environments were made using unreal engine.

https://www.youtube.com/watch?v=8_vkiGBjhOI



AR Application

I developed this AR app for my X-Reality course. The app scans flat surfaces and overlays a "grassy" image, with each tap planting a flower on the ground.

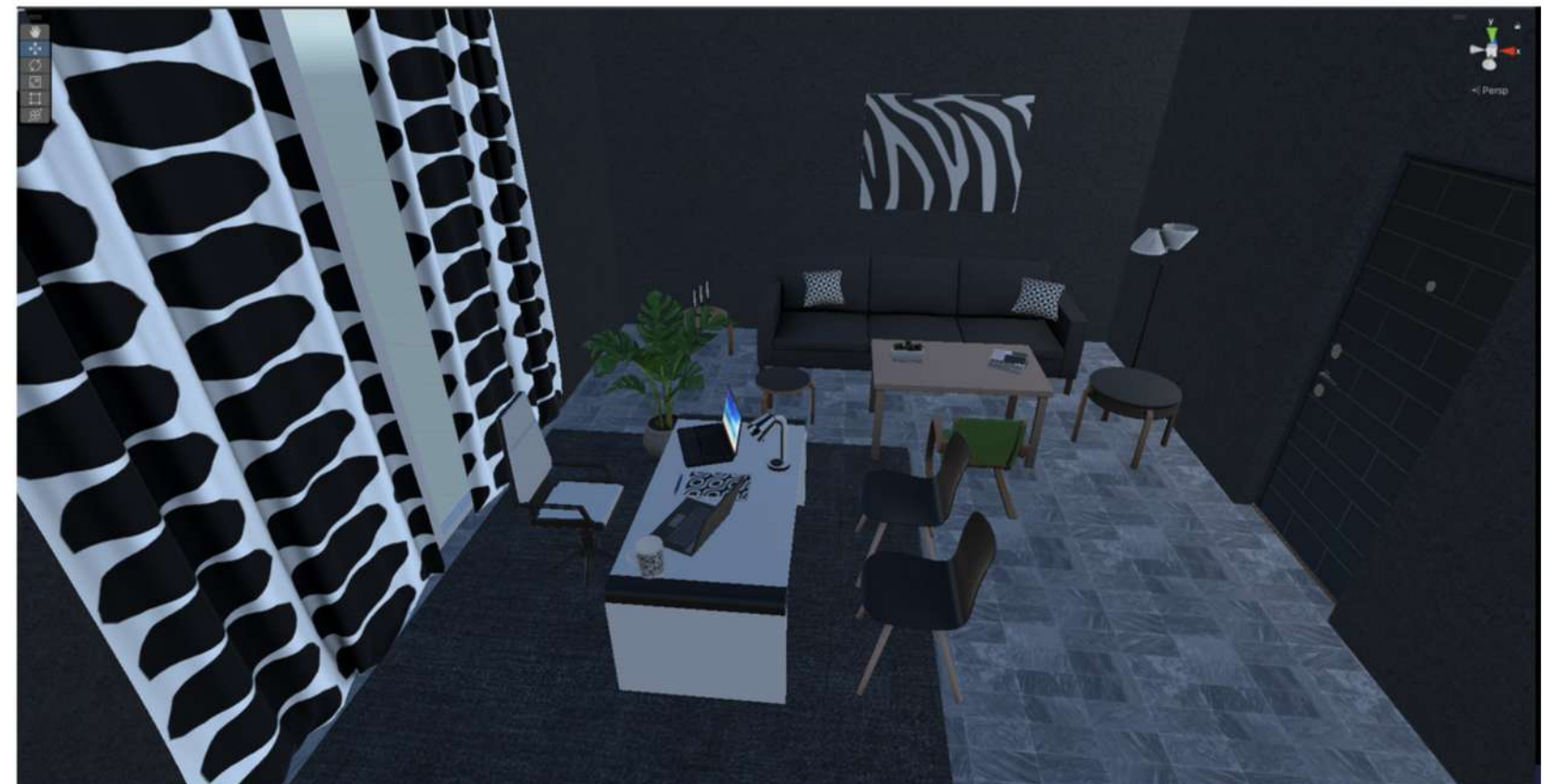
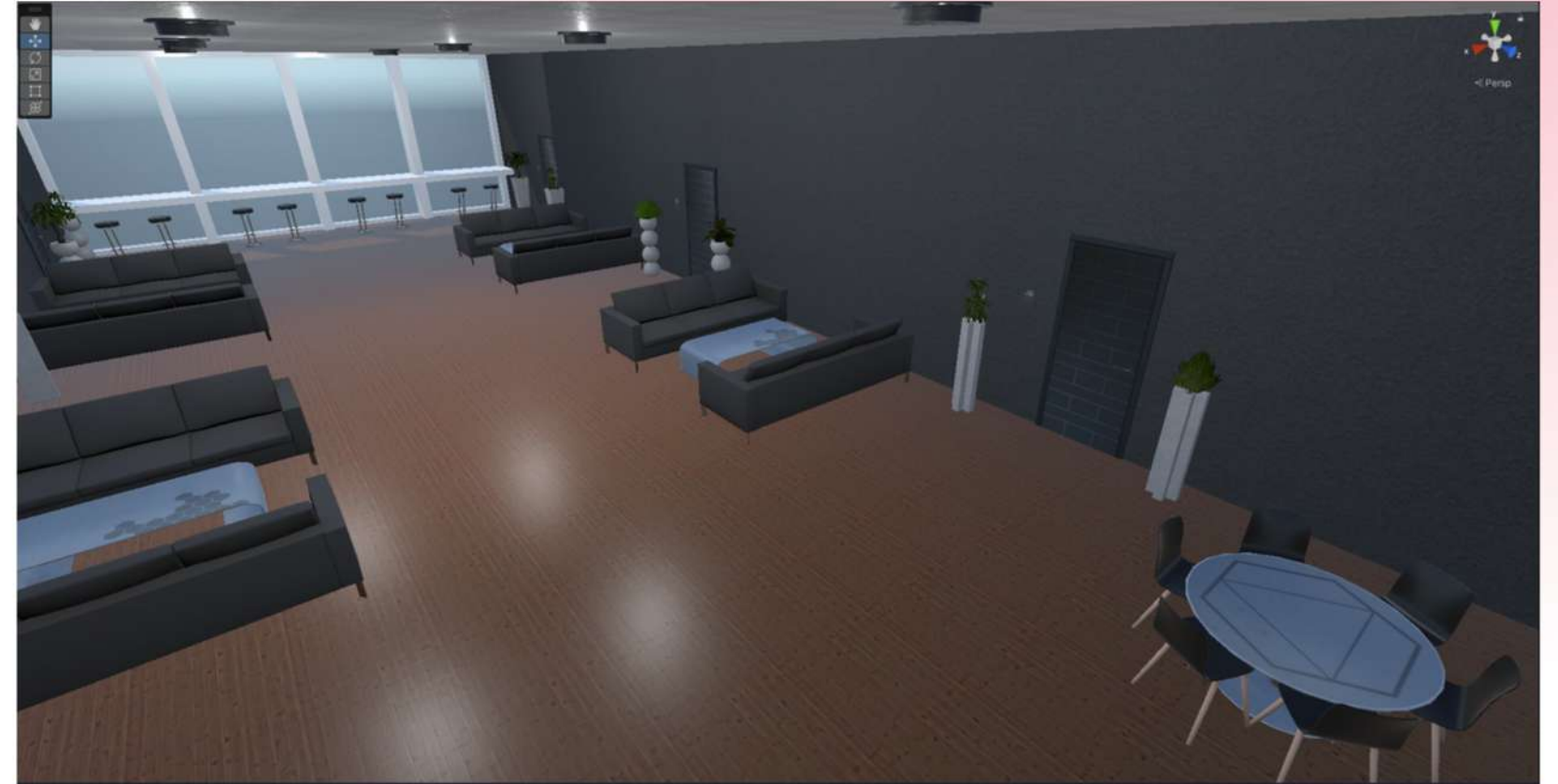
Additionally, when certain images are detected by the camera, specific items are spawned and can be interacted with.



VR Office

These images showcase a VR office I created for my X-Reality class in collaboration with the studio The Pack.

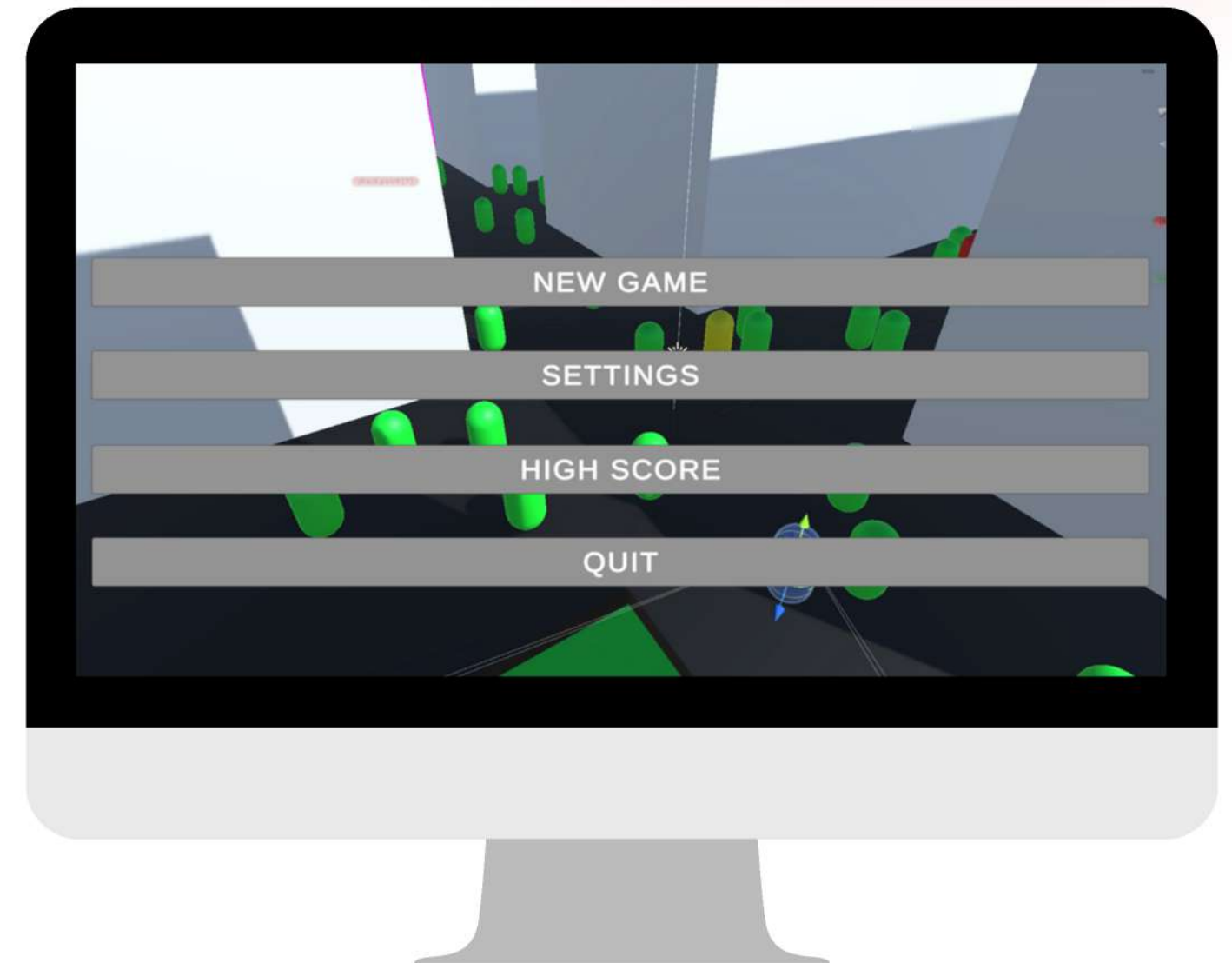
The project was developed using Unity and coded in C#, and it was designed for use on a Meta Quest 2.



Police game

In preparation for my final project, I began developing a police-themed game where the player takes on the role of a police officer tasked with stopping a crime and arresting the perpetrators. The game is built using Unity and coded in C#.

<https://github.com/sabrilassouli/Police-Game>



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