CONTACT ME

AOUN 3D Artist

PORTFOLIO 2021 – 2025

I'm a 3D artist and animator with 4 years of experience working across **Games**, **Animation**, and **Architectural Visualization**. My work covers **3D Modeling**, **Animation**, **Environment Design**, and **Visual Storytelling** with projects ranging from cinematic sequences and architectural concepts to Interactive Game Worlds for PC, Mobile, and VR.

I work primarily in **Blender**, **Unreal Engine**, and **Unity**, covering the full pipeline.
3D Modeling, Sculpting, Texturing, Rigging, Simulation, and Lighting ensuring that each project is visually engaging and production ready.

Alongside my core workflow, I also work with tools like SolidWorks, Twinmotion, Lumion, Substance 3D, Photoshop, Illustrator, After Effects, and DaVinci Resolve. This mix of creative and technical skills helps me adapt easily to different projects.

As an Artist and Designer, **I value Creativity, Efficiency and Collaboration**. My work balances artistic detail with technical efficiency, whether it's a cinematic sequence, an architectural concept, or a game.
I believe in keeping projects clear, collaborative, and on schedule.

I love what I do!

- **Architecture** & **Visualization**
- **Games** & **Interactive Environments**
- **Automotive** & **Mechanical Design**
- **Product** & **Industrial Design**
- **Rigging** & **Animation**
- **Simulations** & **VFX**

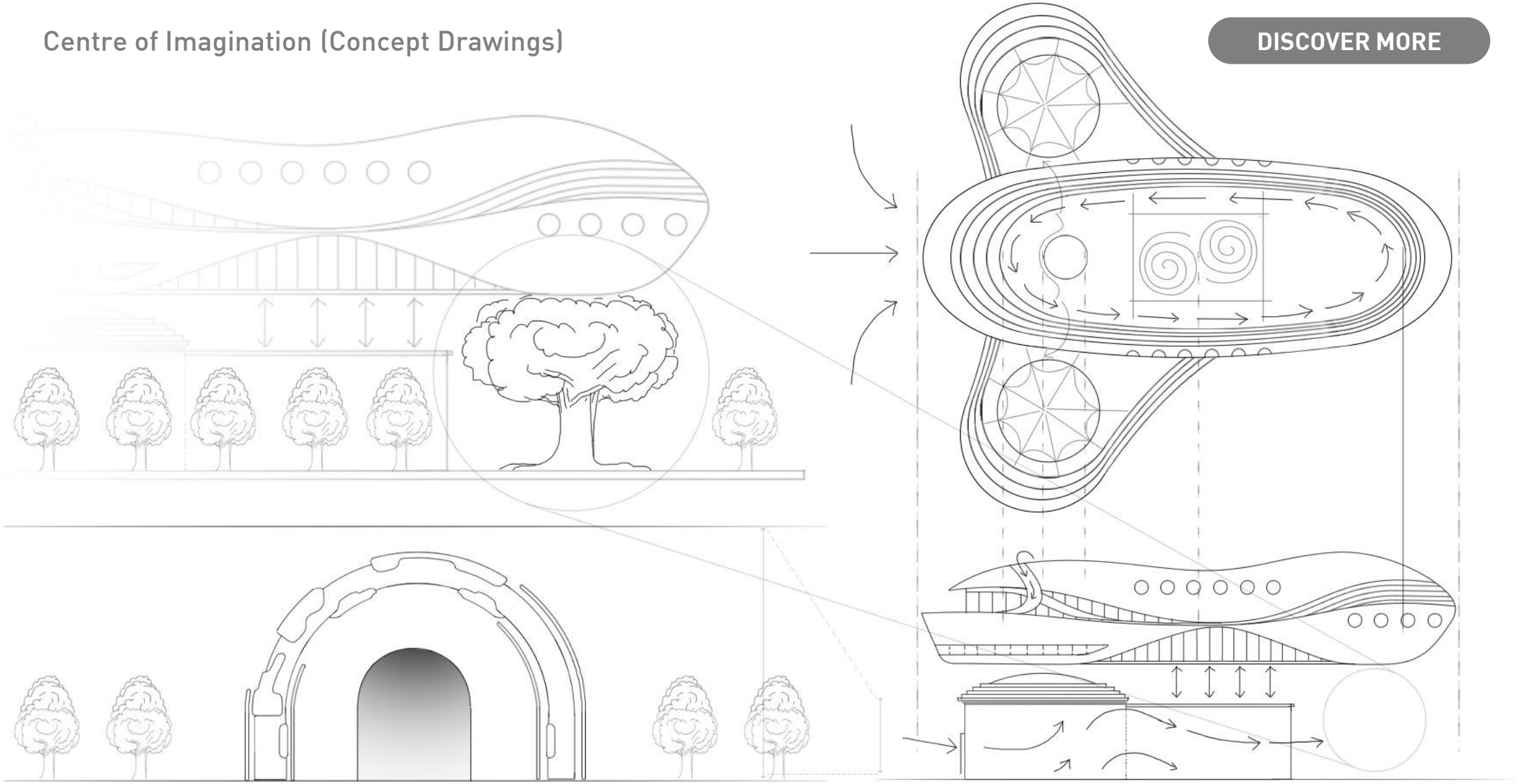
Architecture & Visualization Portfolio

Centre of Imagination

3D Concept and Visualization of the Spaceship (Centre of Imagination), and the Werksviertel area (Malao GmbH).

Centre of Imagination (Concept Drawings)

DISCOVER MORE

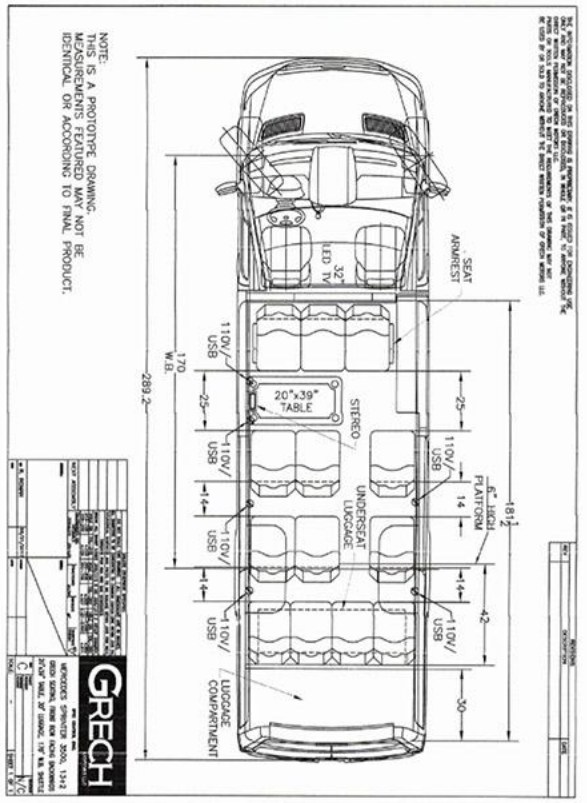


WATCH 360° VIDEO

Sprinter Limo Bus

VIEW IN 360°

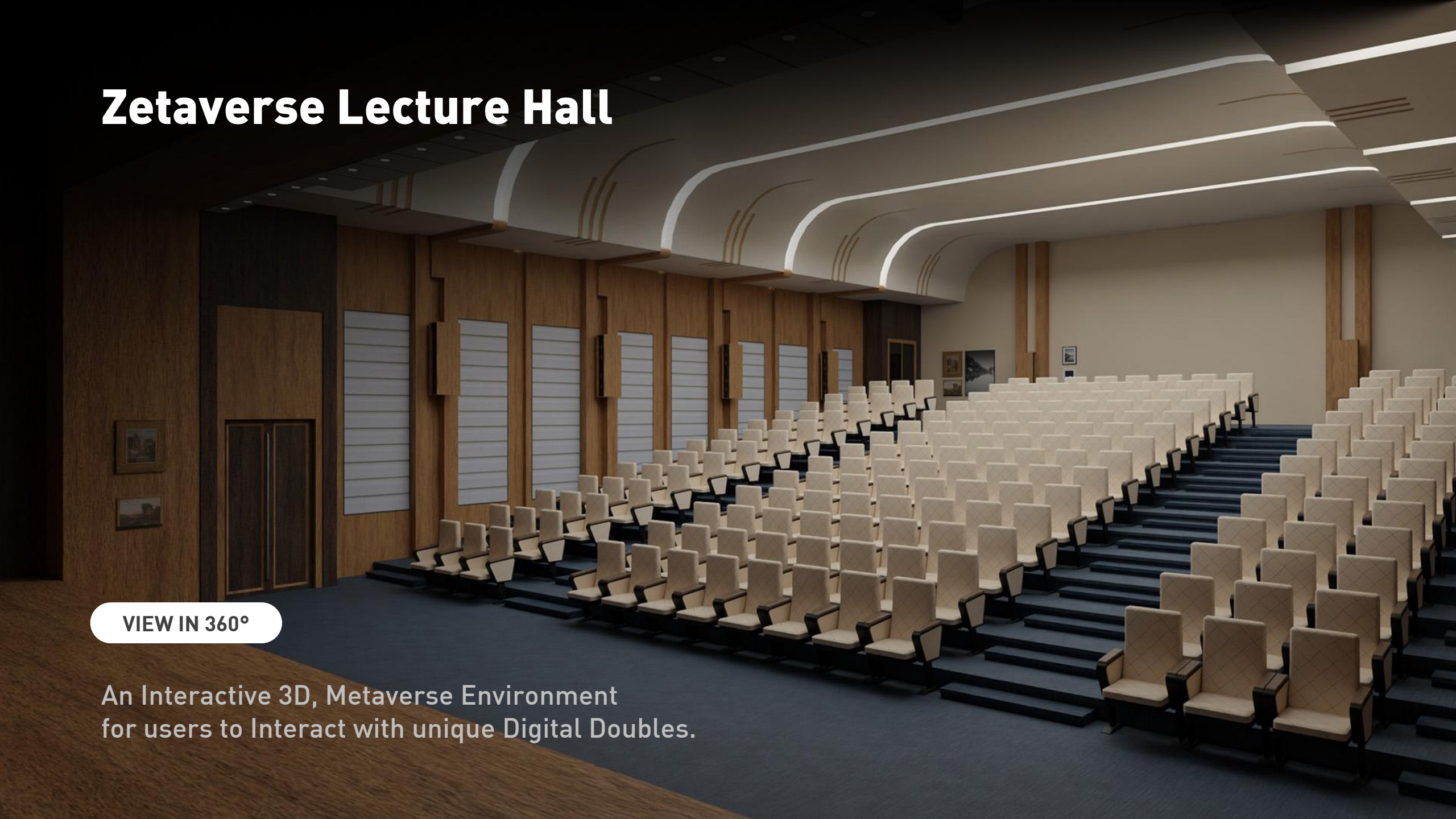
Full 3D model of a custom Sprinter Limo Van with complete seating layout.



Quality Assurance Travel (San Francisco, US)

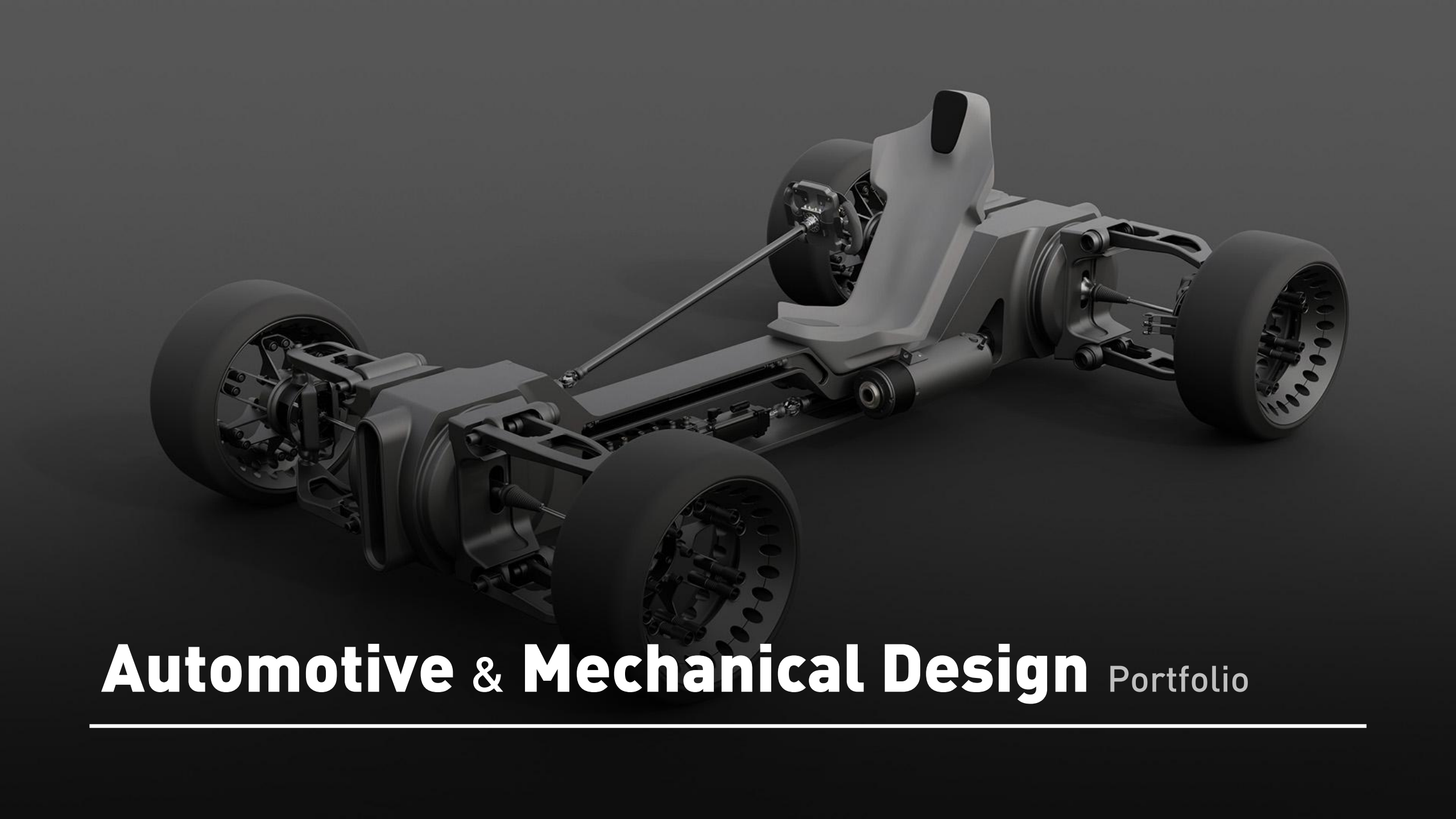
Games & Interactive Environments Portfolio

Zetaverse Lecture Hall



VIEW IN 360°

An Interactive 3D, Metaverse Environment
for users to Interact with unique Digital Doubles.



Automotive & Mechanical Design Portfolio

Jeep + Hummer Concept

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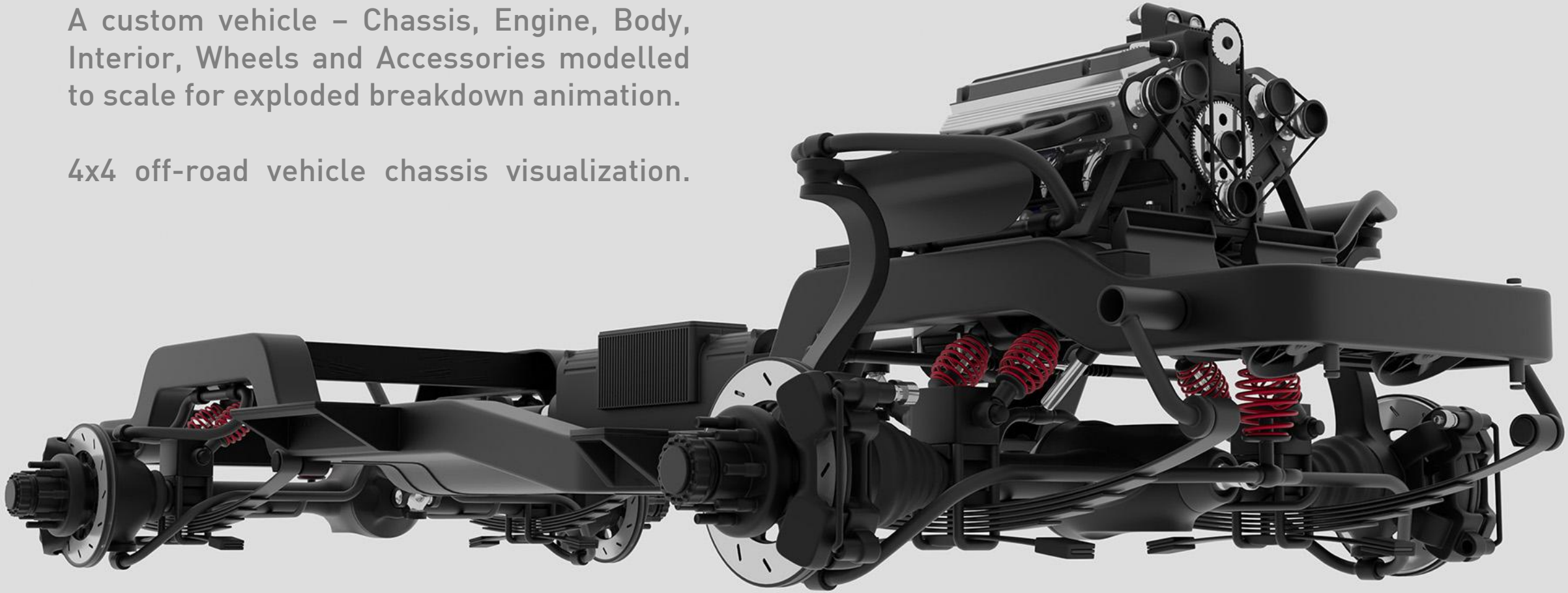
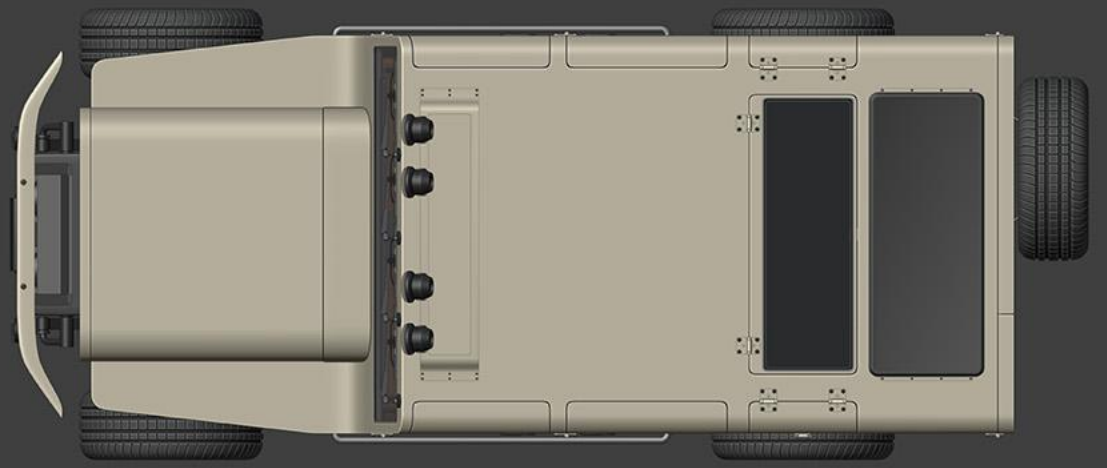
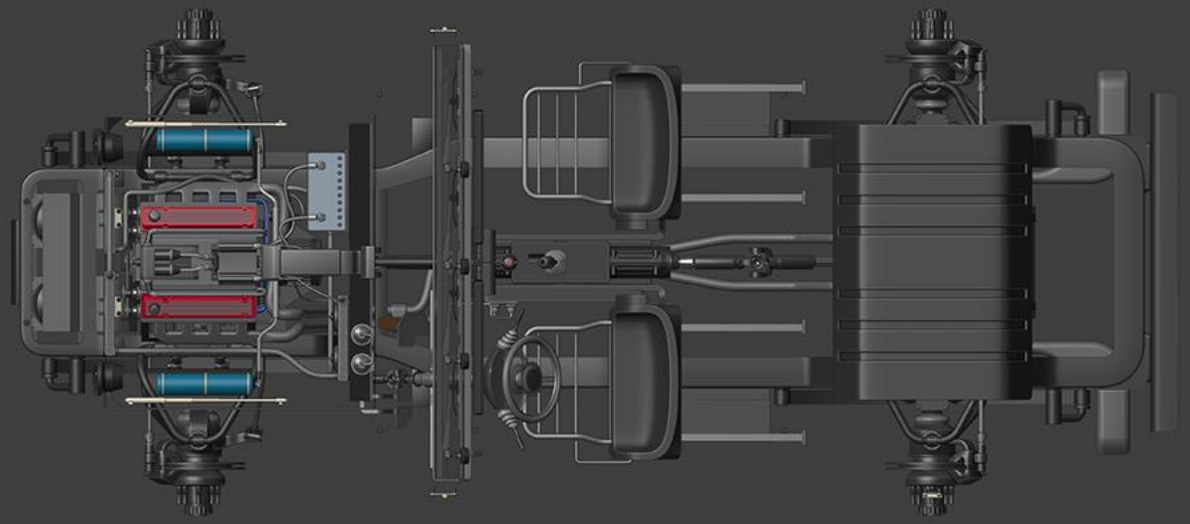
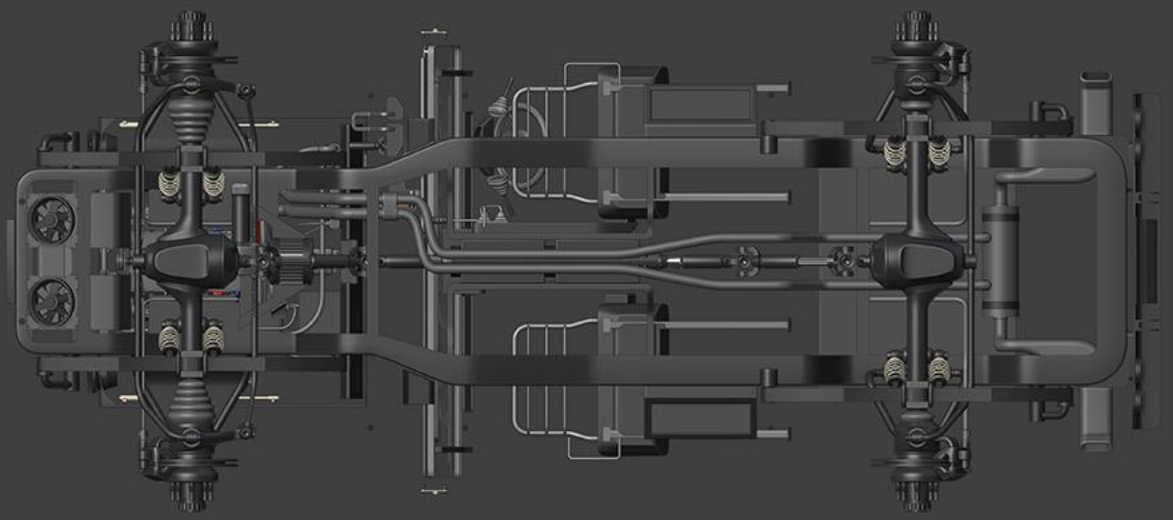
A custom vehicle – Chassis, Engine, Body, Interior, Wheels and Accessories modelled to scale for exploded breakdown animation.

4x4 off-road vehicle chassis visualization.









Product & Industrial Design Portfolio

Pocketman P1 MK-II

A fictional retro-futuristic handheld console designed as a creative tribute to the classic Pocket-Man P1.

Created as a visual exploration, this concept focused on combining believable ergonomics with exaggerated retro styling.

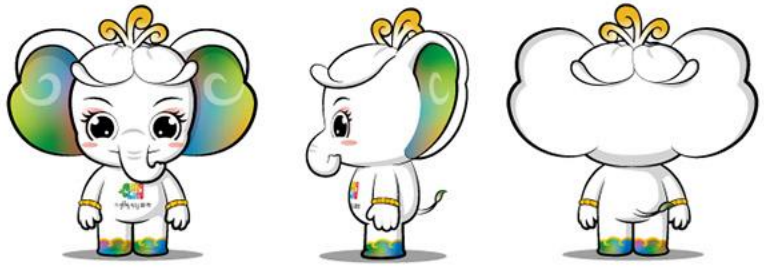
DISCOVER MORE

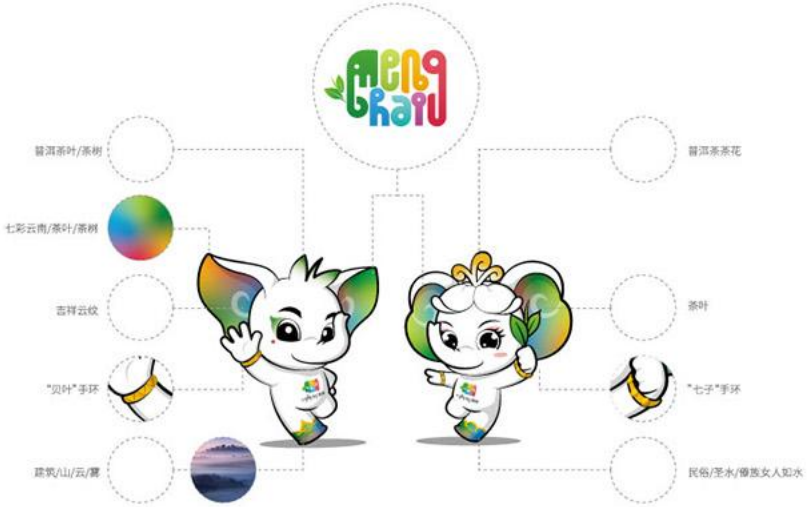
HUNTERSTELLEN
MODEL : 1977 H1 ZX
RATING: 5V — 6.5W (Qualcomm Q)
BATTERY: 3.8V 3500mAh
ADAPTER: 5V — 2A
Designed in United Kingdom
RECYCLE
Li-Po
10%
2024 May 22, Wednesday
A SELECT
B BACK
OPTIONS
START
STOP
HUNTERSTELLEN
L1
R1
R2

Rigging & **Animation** Portfolio

Menghai Elephants

Designed & Animated for Zixel Technologies' Zetaverse platform.





Male & Female Elephants (2D Drawings)

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Simulations & **VFX** Portfolio

Smokepack

Die a Premium Death!

WATCH ON YOUTUBE

DISCOVER MORE