

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!

AOUN 3D Artist

Rendering Odd Things into Beautiful Chaos!

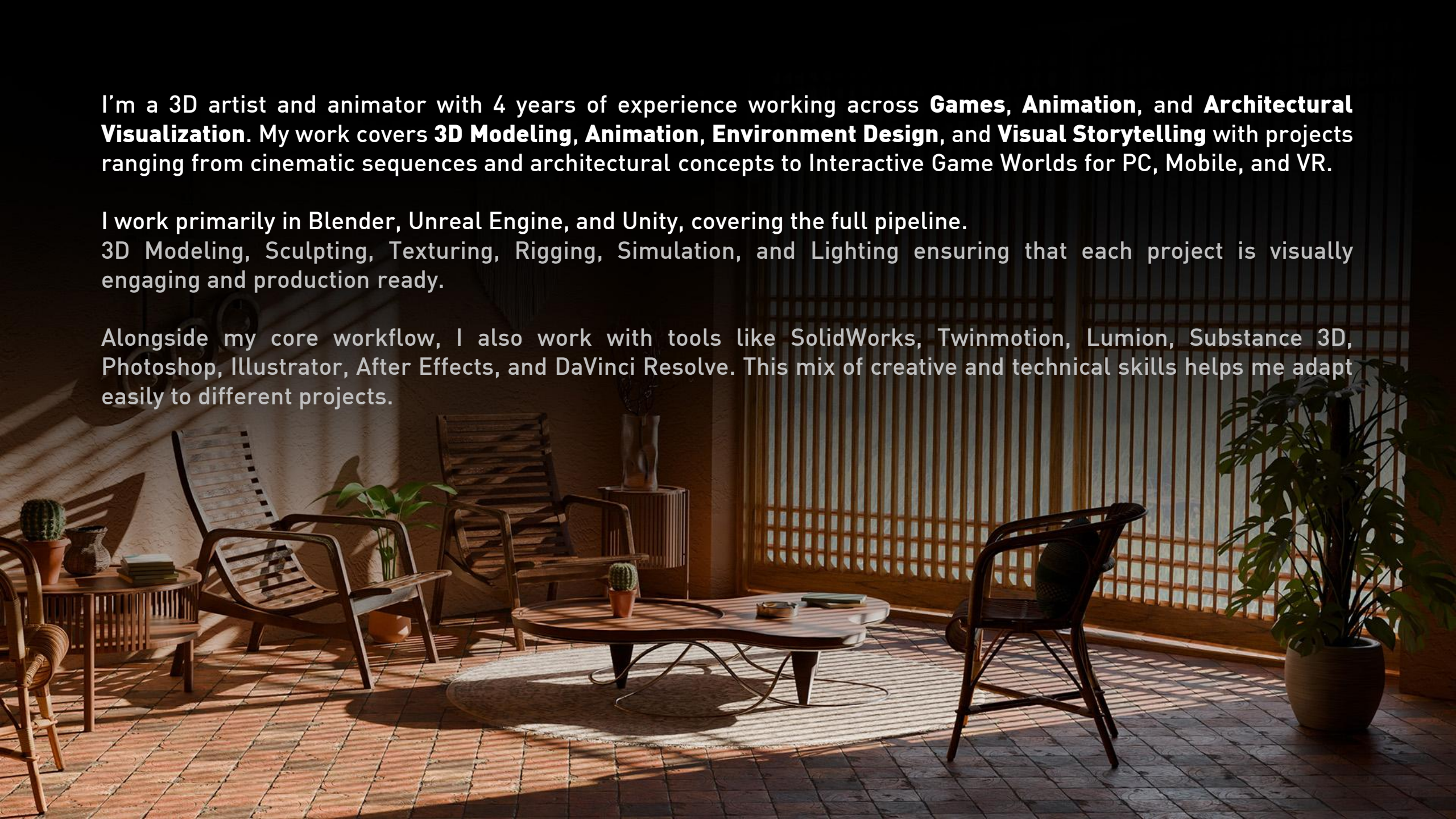
2021 – 2025

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.



A 3D architectural rendering of a rooftop park at night. The park is situated on a curved roof of a modern building. It features a large, illuminated green soccer field with white markings and players. To the right of the field is a wooden deck area with several circular seating zones, some with fire pits and others with blue lighting. The deck is surrounded by lush greenery, including trees and bushes, and is lit with warm, ambient lights. In the background, a tall glass skyscraper is visible against the dark night sky. The overall atmosphere is vibrant and modern.

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

Centre of Imagination

Centre of Imagination

3D Concept and Visualisation of the **Spaceship** (Centre of Imagination), and the Werksviertel area, Munich, DE.

3D modeling and photorealistic detailing of key buildings in the Werksviertel district, including the Centre of Imagination, prepared for use in Unreal Engine for renders, flythroughs, and VR experiences for concept development, design exploration.

Malao GmbH.

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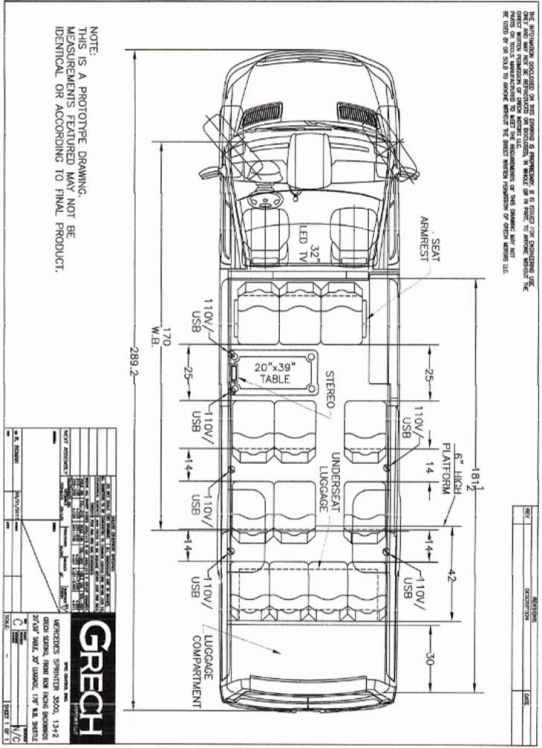
Sprinter Limo Bus

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



Quality Assurance Travel (San Francisco, US)

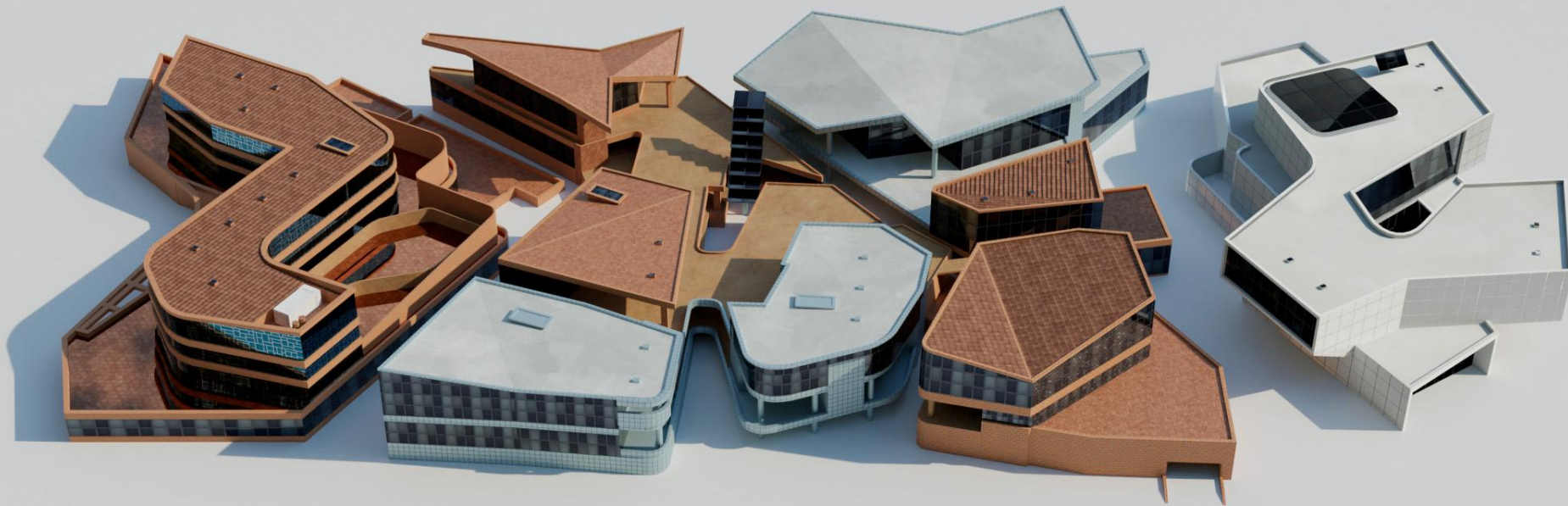
VIEW IN 360°



Guandu Industrial Park Map

Guandu Industrial Park Buildings & surrounding area modeled in Blender + Pro-builder Unity.
Reference: Drone Top-view shots

Zixel Technologies (Shanghai, China)



Solar Powered!

A Solar Generator powering worker accommodation units at **Construction Sites, Concerts** and **EV Rally Racing** highlighting clean energy use in remote operations.

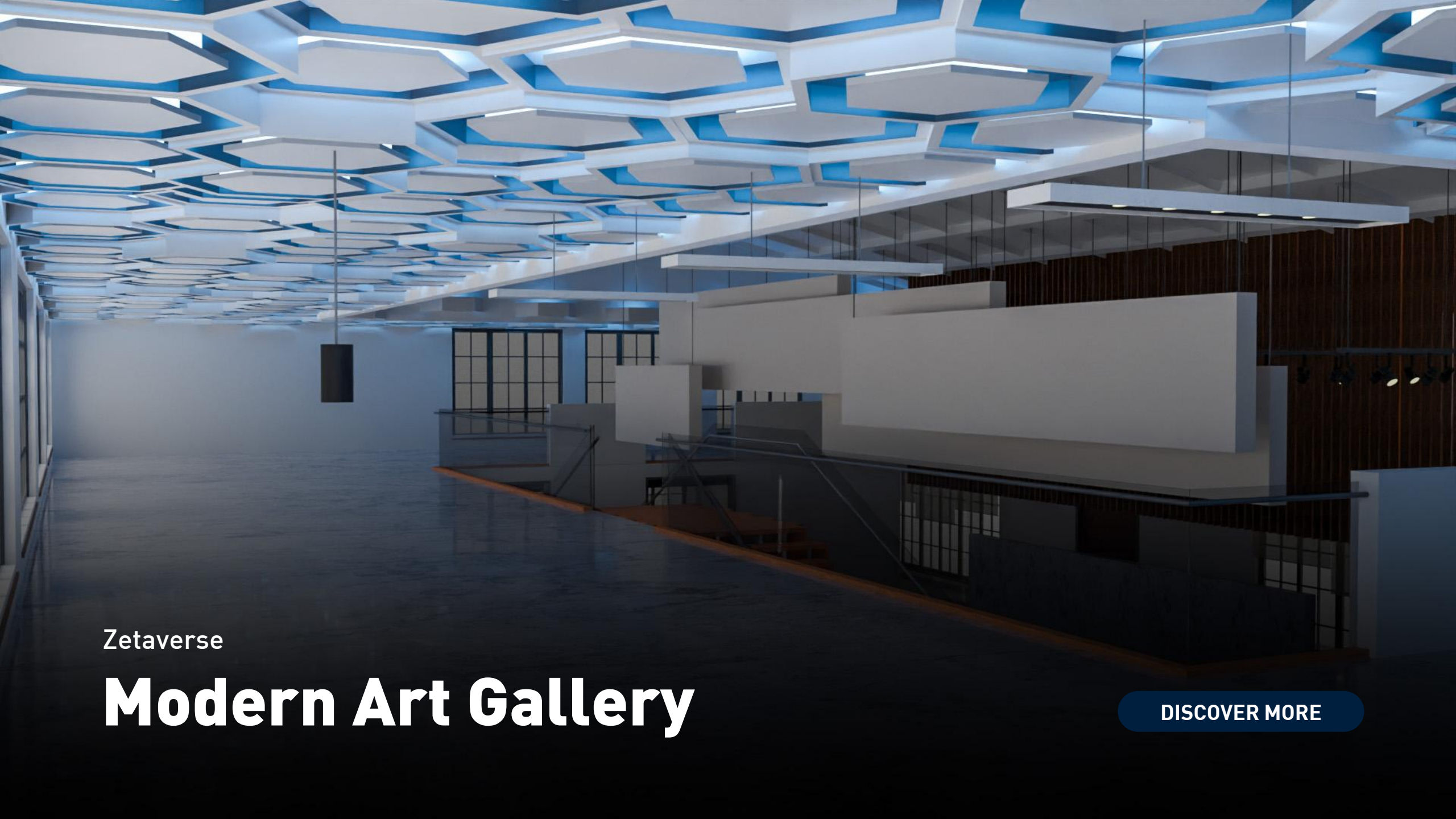


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Zetaverse

Modern Art Gallery

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