

Mohamed Aly Rabie

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About

My name is Mohamed Aly Rabie, 3D Character Artist.

For the last several years I've been working mostly as a 3D modeling and texturing Artist, being responsible for character and creature creation as well as hard surface/ environment assets.

I have the work experience and knowledge to work under different workflows and deliver high quality artworks that fits in different production.

I also have been enjoying to teach Modeling and Digital Sculpting from time to time between online classes and Information Technology Institute

I am very passionate about what I do and I always try to push myself to the limits to become a better artist.

CAREER OBJECTIVES

To work as a 3D Artist in an environment where I can be able to utilize my Artistic experiences as well as my Technical skills, to not only allow myself to grow personally and professionally, but to firmly contribute towards the achievement of the mission and values of the Education , Entertainment and Media industry.

INDUSTRY EXPERIENCE

Lead Modeler and Texture Artist at MBaba Studios in Kuala Lumpur, Malaysia (2018 -2019)

AAA Character Artist at Streamline Studios in Kuala Lumpur, Malaysia (2017 – 2018)

ZBrush Instructor at Information Technology Institute (ITI) (Jan 2017 - June 2017)

Freelance Modeler and Texture Artist at AI Production, Dubai (April 2015 - June 2015)

3D Artist_Ten TV Channel (Des. 2014 - May. 2014)

Online Instructor and Freelance Modeler /Texture Artist (2013 - 2014)

3D Artist at Brand Studio, Kuwait (May.2012 - Aug. 2012)

3D Character and Creature Artist _Freelance (2011)

Lead Character and Creature Artist at Latest Studios, Cairo, Egypt (Des. 2009 - Feb. 2010)

Modeler and Texture Artist_Graphic Aroma (Feb.2009 – July 2009)

Student at Vancouver Film School (2007-2008)

3D Artist and Graphic Designer at Egyptian Media Production City -EMPC- (Sep.2006- June. 2007)

Freelance Modeler at Cubes Studio, Cairo, Egypt (Aug.2005 – Feb. 2006)

Part time 3D Modeler at Fenix Studio, Cairo, Egypt (Feb.2005- May 2005)

EDUCATION

Vancouver Film School (VFS), CANADA

Diploma in 3D Animation and Visual Effects (2007-2008)

International Academy for Engineering and Media Science (IAEMS), EGYPT

Bachelor Degree - Major Multimedia and Internet.

Excellent with Second Honor (2005-2006)

SKILLS

- • Cinematic (Characters/Creatures)
- • Cinematic (Enviro./Hard-Surface)
- • Next-Gen (Characters/Creatures)
- • Digital Sculpting
- • Scan data
- • Retopology (Games or SubD. for Animation)
- • UVW Unwrapping
- • Baking Maps
- • Texturing (Poly Painting/Texture Projection/
PBR)

Main SOFTWARE

- Autodesk Maya
- Pixologic Zbrush
- The Foundry Mari
- Adobe Photoshop
- Substance
Painter
- Headus UVLayout
- XNormals

REFERENCES

Available upon request.