

Mohamed Alsadany

- *3D Character Artist*
- *ZBrush assets maker*

Website : alsadany.com

Artstation : [Art Station](#)

Asset Store: [Store](#)

I'm a 3D Character artist with a special interest in stylized characters, Over the years I had experience as animator and concept artist

skills :

- 3D Character Modeling/ Design Development
- Organic modeling
- Look Dev.
- Lighting (Arnold)

Education

Bachelor of fine arts (painting dep.) Alexandria university 2004

Software proficiency :

- ZBrush (Heavily depends on ZBrush for modeling and Painting)
 - Maya (Modeling- Shading - Arnold Render - XGen)
 - 3D max (Modeling- Shading -Vray Render - Hair and Fur - Basic Rigging)
 - substance designer
 - Photoshop
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Professional experience

Freelancer 3D Character Artist (2014 - Current):

United Nations

HIV campaign - Main Character (Modeling Texturing)

[Ep. Sample](#)

Goethe-Institut

Reading campaign - character design and modeling

[Ep. Sample](#)

[Ep. Sample](#)

MBC TV Network - contract - 3D Character concept

Mafia show - 30 episodes

[episode Sample](#)

[episode Sample](#)

ATA Studio - Egypt 2010 - 2014

Job : Character Modeler

E-magi Post Production – Egypt 2007- 2008

Job : *Concept Artist / Character Modeler*

Lounge Animation Studio - Egypt . 2008-2010

Job : Animator / Modeler