

## **Mohamed Alsadany**

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

Website : [alsadany.com](http://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](#)

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**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