

Nabil chequeiq

nchequeiq@gmail.com

1- 317 - 760-0400

<https://nchequeiq.com/>

Skills

Character Sculpting and Production Modeling
Blendshapes
Visual development
Rendering with Arnold , Vray and Mental ray
ZBrush
Substance Painter and Mari
Detail Orientated

Maya and 3ds max
Marvelous Designer
Photoshop and After effect
Unreal Engine and Unity
3D coat and Topogun
Problem Solver
Great Communicator

Experiences

2020-current : **Sr.3D Character Artist BRON Studio**

Unannounced Real Time animation Project (Taking designs / 3D designing characters and translate into 3D maquettes for approval and Convert it to PBR character)

2018-2020 : **3D Character Artist ReelFX**

Scoob! (Taking designs of a character or environment and translate into 3D maquettes for approval and Convert it to neutral pose and retopo)

Back To The Outback (Taking designs of a character or environment and translate into 3D maquettes for approval.and convert it to neutral pose and retopo)

La Calesita internal Short film (Taking designs of a character or environment and translate into 3D maquettes for approval.

2018 - 2018 : **3D Character artist for Creasaur Entertainment Co**

Modeling a cinematics character for marketing and doing a LP for ingame

2016 - 2018 : **Sr.3D Character artist Rym Games**

The Dark Occult PC (modeling and helping in designs all the characters and environment element including main characters / artifact)

2014 - 2015 : **Instructor**

3ds Max in a local design school

2012 - 2015 : **Look Dev Sculptor/Modeler**

Working as a freelancer on different TV program in Al Jazeera TV and some local moroccan channels RTM , 2M

2011 - 2012 : **3D artist at AKKA Technologies**

Training simulation (Modeling a pre existing nuclear facilities based on scan data to help engineer do their training)

2010 - 2011 : **3D Character artist at Neverseen**

Work closely with Art Director to help find the visual style of the TV show

2009 - 2010 : **3D Character artist at Ubisoft**

Petz Fantasy 3DS Taking designs of a character/props translate into 3D

Rabbids Go Home 3DS Taking designs of a character/props translate into 3D

2008 - 2009 : **CAMPUS UBISOFT graduation Project**

Sons of Tesla PC (modeling and helping in designs all the characters and environment element including main characters)

Training

2018 - 2018 : **CGMA Stylized Character Creation - by Hannah Kang**

2008 - 2010 : **Diploma in 3D Modeling at Campus UBISOFT**

2006 - 2008 : **Bachelor of Applied Arts**

Awards

