

# Mohamed Fakhry

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## Career Objective:

My goal is to contribute with my General 3D and Compositing skills in a unique, progressive and creative environment to seek remarkable success with the team to create high quality 3D Animations for Movies, Games or TV Commercials.

## Work Experience:

### **3D Generalist & Compositing Artist at Toon Studios**

April 2014 - Present

#### Duties and responsibilities:

- Create 3D models from scratch for cartoon and commercial animation.
- Create textures, shaders, light setups and finalizing scenes to render.
- Collect render output and compose final render passes.
- Create rig setup for 3D characters, robots and different types of models.
- Create high detailed 3D models for normal maps extraction in ZBrush.
- UV unwrapping.
- Some motion graphic animation.

### **Autodesk Maya Instructor at Nayzak Animation School**

May 2014 - Present [nayzakschool.com](http://nayzakschool.com)

#### Duties and responsibilities:

- Teach fundamentals topics in character and environment modeling, texturing, lighting and render using Maya.
- Provide artistic and technical support for students with understanding of different aspects of 3D graphics.
- Provide creative direction and criticism to students on assignments.
- Tech problem solving.
- Grade, critique and input assignment data on weekly basis.
- Guide and support students through the process of creating a new project from start to finish and applying that on their personal graduation project.

### **3D Generalist & Compositing Artist at Concave Post Production**

April 2012 - April 2014 (2 years) [concave.tv](http://concave.tv)

#### Duties and responsibilities:

- Create 3D Models from scratch for cartoon and commercial animation.
- Create textures, light setup and finalizing scenes to render.
- Create rig Setup for 3D characters, robots and different types of models.
- Create high detailed 3D models for normal maps extraction in ZBrush.
- UV unwrapping.
- Integrate CG elements and matte paintings into live action plates.
- Retouching, object removing and rotoscoping.
- 2D/3D camera tracking.
- Some motion graphic animation.

### **Graphic Specialist at Hindawi Publishing Corporation**

July 2011 - April 2012 (10 months)

#### Duties and responsibilities:

- Create charts and presentation to scientific papers with Illustrator.
- Retouch and image cleaning.

### **3D Modeling & Rigging Artist at Latest Studios**

April 2010 - December 2010 (9 months)

#### Duties and responsibilities:

- Cooperate with concept artist to create 3D models to meet production needs.
- Design and create 3D environments and locations from scratch.
- Create rig setup for characters and robots.
- UV unwrapping and texturing.
- Create props and set dressing.

### **3D Generalist at Zemon Art Production**

January 2009 - January 2010 (1 year 1 month)

#### Duties and responsibilities:

- Receive project briefs and cooperate in generating ideas, concept designs and story boards.
- Provide guidance and mentor ship to other modelers.
- Create 3D Models, environments and locations from scratch.
- Create textures, light setup and finalizing scenes to render.
- Manage and collect render output.

## **Skills and Software:**

- **Autodesk Maya**  
Modeling, Rigging, Animation, Lighting, Shading and Render (Basic MEL scripting).
- **ZBrush**  
Sculpting, Texturing and Create Normal Maps.
- **Eyeon Fusion**  
Rotoscoping, Compositing and Match Color.
- **After Effects**  
Tracking, compositing and some Motion Graphics.
- **Mocha**  
Tracking.
- **UVLayout**  
UV Unwrapping.
- **Photoshop**  
Texturing.
- **Mari**  
Texturing.

## **Education:**

Bachelor Faculty of commerce Ain shams university “2009”, Major Business Administration.

## **Misc. Information:**

**Languages:** Arabic (Mother Tongue)  
English (Very Good)

## **Activities:**

### **A) Sport**

Swimming, Soccer, Ping Pong and Football <--- just in Playstation :) .

### **B) Social Activities**

**Scouting:** Recently I am the Director of Media for El-Waad Scout Group in Cairo International Centre as a volunteer. ([www.alwa3d.org](http://www.alwa3d.org))

► Scouting history:

- Practicing Scout at Al Waad Scouting Group since 2000.
- Boy Scout Leader (2009 - 2013)
- Director of Media (2013 - Present)
- Ain Shams University Troupe Leader.

### **C) Hobbies**

Film making, Directing, Photography and Playing Games.

## **Personal Data:**

Date of Birth: 18<sup>th</sup>, November 1987  
Nationality: Egyptian  
Military Status: Postponed  
Marital Status: Single

## **Reference:**

**Rami Eid** – VFX Supervisor and owner of Concave Post Production.

Email: [reid@concave.tv](mailto:reid@concave.tv)

**Mohamed Eid** – Digital Intermediate VFX Supervisor at 2K.

Email: [mou.eid@gmail.com](mailto:mou.eid@gmail.com)

**Rami Fawzy** – VFX Senior at Concave Post Production.

Email: [razy@concave.tv](mailto:razy@concave.tv)

**Hazem Sabry** – Effects Artist at MBC Channel.

Email: [hmsabrymail@yhoo.com](mailto:hmsabrymail@yhoo.com)

**Amr Kilany** – Headmaster at Nayzak Animation School.

Email: [amr@nayzakschool.com](mailto:amr@nayzakschool.com)

**Mohamed Yahia** – CG Supervisor, Art Director and owner of Magicbox Studios.

Email: [yahia\\_my@yahoo.com](mailto:yahia_my@yahoo.com)

**Mohamed Ragheb** – Maya Instructor, Technical director at Toon Studios.

Email: [mohamed\\_nazzal26@hotmail.com](mailto:mohamed_nazzal26@hotmail.com)

**Hany Abdelkhalek** – Project Manager at Toon Studios.

Email: [hany.abdelkhalek@nahdetmisr.com](mailto:hany.abdelkhalek@nahdetmisr.com)

**Mohamed Madboly** – Director & Concept Artist at Toon Studios.

Email: [madbollytoons@gmail.com](mailto:madbollytoons@gmail.com)

**Ahmed Naeem** – Team Leader & Technical Director at Toon Studios.

Email: [ahmed.naeem20@gmail.com](mailto:ahmed.naeem20@gmail.com)

**Hany Abdulmonem** – Youth Programme Director at World Scout Bureau.

Email: [hany@scout.org](mailto:hany@scout.org)