

Nour Ghafarji Creative 3D CGI Artist

 Date of Birth: 18/03/1988  Driving License: Valid
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Objective

Actively seeking collaboration, offers, and employment opportunities to bring my passion for 3D to a dynamic production environment. With comprehensive expertise across the entire 3D pipeline and a proven track record of delivering visually compelling content in partnership with MBC GROUP.

Skills

- **Creative Storytelling:** Develop engaging and original narratives.
- **3D Modeling and Animation:** Proficient in Autodesk Maya, ZBrush, Unreal Engine and Substance Painter for comprehensive 3D asset creation and animation.
- **Lighting and Real-Time Rendering:** Skilled in lighting design and real-time rendering using Unreal Engine and Arnold Maya.
- **PBR Texturing and UV Mapping:** Experienced in PBR texturing, UV mapping and painting for realistic and detailed 3D assets.
- **Creature Character Design:** Expert in designing and sculpting detailed creature characters with lifelike features and anatomy.
- **Rigging and Problem Solving:** Skilled in rigging characters and assets with strong problem-solving abilities for technical challenges.
- **Graphic Design Proficiency:** Extensive experience in Adobe Suite and other graphic design tools.

Experience

Multimedia Artist at MBC GROUP Dubai, UAE (2021 - 2024)

- Produced dynamic 2D visuals for live concerts and events.
- Collaborated with top artists to bring visions to life.
- Enhanced workflow with new software tools.

3D Artist at Allutech Beirut, Lebanon (2016 - 20120)

- Developed detailed 3D models and animations for local advertising campaigns.
- Worked closely with clients to translate their visions into realistic 3D visualizations.

Education

- Bachelor of Graphic design - University of Arts, 2010

Languages

English (Fluent) - Arabic (Native)



Portfolio:

www.behance.net/nour-ghafarji 