

AHMED "EDDIE" HUSSEIN

SF BAY AREA, CALIFORNIA, +1 408 386 3437, EDDIE@EDDIES-ART.COM, WWW.EDDIES-ART.COM
US PERMEANT RESIDENT & BRITISH CITIZEN

SKILLS

3D GENERALIST, ENVIRONMENT MODELING, SCULPTING AND TEXTURING
ALL TYPES HARD SURFACE OBJECTS, PROPS, VEHICLES, FOLIAGE, SMALL AND LARGE-
SCALE TERRAINS AND MOUNTAINS.

EXPERIENCE

3D GENERALIST, WHISKYTREE INC, SAN RAFAEL, US.

DEC 2018 – AUG 2019

- MODELING, TEXTURING, SHADING AND LOOK DEVELOPMENT OF ENVIRONMENTS, LARGE TERRAIN AND ASSETS.
ROBO RECALL UNPLUGGED VR AND UPCOMING MOVIE "THE CAPTAIN"

SENIOR SETS GENERALIST, MPC, LOS ANGELES, US.

APR 2017 – DEC 2017

- PREVIZ MODELLING, TEXTURING, AND SET BUILDING IN VR FOR THE LION KING MOVIE

3D ENVIRONMENTS AND DIGITAL MATTE PAINTER, MPC, VANCOUVER, CANADA.

JAN 2016 – APR 2017

- ENVIRONMENT MODELLING, TEXTURING, LIGHTING, BACKGROUND MATTE PAINTING AND SET EXTENSIONS

GHOSTBUSTERS 2016
SULLY
THE DARK TOWER
THE MUMMY
JUSTICE LEAGUE
MINECRAFT MOVIE "LOOK DEVELOPMENT"

SENIOR ASSETS ARTIST, NSC CREATIVE, LEICESTER, UK.

SEPT 2013 – JAN 2016

- MODELLING TEXTURING AND SHADING OF PROPS, FOLIAGE, ENVIRONMENTS AND LARGE-SCALE TERRAIN

WE ARE STARS,
TOMORROW TOWN,
DEEN ALQAYIMA.

REMOTE 3D ARTIST, VTR NORTH, MANCHESTER, UK.

JULY 2013 – NOV 2015

- MODELLING TEXTURING AND SHADING OF TV COMMERCIAL PROPS

PERFUME SHOP SEASONAL COMMERCIALS 2013 TO 2015,
LEAP FROG,
VIDAL SASSOON.

3D ENVIRONMENTS AND PROPS ARTIST, RED STAR 3D, SHEFFIELD, UK.

AUG 2012 – JULY 2013

- MODELLING, SHADING AND LOOK DEVELOPMENT OF ENVIRONMENTS PROPS AND VEHICLES ON
LOST WORLD 4D
SPACE CHASE 4D
DINO SAFARI 4D

3D ENVIRONMENTS AND TEXTURES ARTIST, SUMO DIGITAL, SHEFFIELD, UK.

MARCH 2012 – AUG 2012

- MODELLING, SHADING AND LOOK DEVELOPMENT OF ENVIRONMENTS PROPS AND VEHICLES ON
SEGA ALL STARS RACING TRANSFORMED

3D XSI GENERALIST, A LARGE EVIL CORP, BATH, UK.

FEB 2012 – MAR 2012

- MODELLING, SHADING AND LOOK DEVELOPMENT OF ENVIRONMENTS, PROPS, VEHICLES AND
CHARACTERS ON
GREEN GIANT TV COMMERCIAL

3D XSI GENERALIST, ATTICUS FINCH, LONDON, UK.

NOV 2011 – DEC 2011

- MODELLING, SHADING AND LOOK DEVELOPMENT OF ENVIRONMENTS, PROPS, VEHICLES AND
CHARACTERS ON
SNOW PATROL WORLD TOUR

3D ARTIST, MICROSOFT GAMES, BIRMINGHAM, UK.

MAY 2011 – OCT 2011

- MODELLING, SHADING AND LOOK DEVELOPMENT OF ENVIRONMENTS, AND PROPS,
KINECT SPORTS SEASON 2

WORLD ARTIST, EA GAMES, GUILDFORD, UK.

MARCH 2011 – APRIL 2011

- MODELLING, SHADING AND LOOK DEVELOPMENT OF ENVIRONMENTS, AND PROPS,
HARRY POTTER: "DEATHLY HALLOWS 2"

LEAD XSI GENERALIST, A LARGE EVIL CORP, BATH, UK.

SEPT 2010 – FEB 2011

- MODELLING, SHADING AND LOOK DEVELOPMENT OF ENVIRONMENTS, PROPS, VEHICLES AND
CHARACTERS ON
ORANGE TINY TOP UPS TV COMMERCIAL.
POT NOODLE INTERNET CHRISTMAS CAMPAIGN.

XSI GENERALIST, BSKYB TV NETWORK, LONDON, UK.

JUNE 2010 – JULY 2010

- GENERALIST XSI OPERATOR, MODELLING, TEXTURING, LIGHTING AND ANIMATION.

SKY SPORTS CHANNEL TV SPOTS

FLUID PICTURES, LONDON, UK.

FEB 2010 – MAR 2010

- GENERALIST XSI OPERATOR, MODELLING, TEXTURING, LIGHTING AND ANIMATION.

CHANNEL 5 DOCUMENTARY

3D ENVIRONMENT AND TEXTURE ARTIST, CLIMAX STUDIOS, PORTSMOUTH, UK.

SEPT 2008 – NOV 2009

- MODELLING, SHADING AND LOOK DEVELOPMENT OF ENVIRONMENTS, PROPS, VEHICLES

SILENT HILL, SHATTERED MEMORIES

ROCKET KNIGHT

JUNIOR ENVIRONMENT AND TEXTURE ARTIST, SONY, CAMBRIDGE, UK.

FEB 2008 – JUN 2008

- MODELLING, SHADING AND LOOK DEVELOPMENT OF ENVIRONMENTS, PROPS, VEHICLES

KILL ZONE 2

LIGHT ARTIST, PINEAPPLE SQUARED ANIMATION, LONDON, UK.

NOV 2007 – DEC 2007

- LIGHTING SETUPS AND LOOK DEVELOPMENT OF ENVIRONMENTS, PROPS.

KILL ZONE 2

EDUCATION

BOURNEMOUTH UNIVERSITY – UK – MASTERS 3D COMPUTER ANIMATION

SEPT 2006 – SEPT 2007

PLYMOUTH UNIVERSITY – UK – BSC ARCHITECTURAL DESIGN

AUGUST 1994 - SEPT 2000

REFERENCES

ON REQUEST