

# CONTACT



NICK NAME

**BUDDII**

BOUDI

NAME

**ABDEL - RAHMAN  
KHALIFE**

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PHONE 70614140

MEDIA BUDDII\_3D

**3D ARTIST**

**3D MODELING  
INTERIOR / EXTERIOR  
AND PRODUCTS  
DESIGNER**



# PROFILE

**A motivated and passionate 3D Artist with a proven ability to develop high quality CGI pictures**

**also having extensive knowledge of everything related to 3d computer graphics / cnc and laser machines. and a knack of quickly understanding a projects mission , vision and values.**

**my goal is to keep on creating top quality imagery while paying close attention to innovations in the realms of design, keeping up-to date on novel techniques and trends and to never cease continually broadening my skill set**

## EDUCATION

● 3D / DIGITAL ARTS

**2 YEARS**  
**DIGITAL TUTORS - ONLINE COURSES**  
**3D MODELING MAYA**  
**3D SCULPTING ZBRUSH**  
**3D FUSION 360 PRODUCT MODLING**  
**TEXTURING**  
**2D ILLUSTRATION ILLUSTRATOR & PHOTOSHOP**  
**OKLAHOMA - USA**

● 3D / DIGITAL ARTS

**VOLKS HOCH SCHULE 3D MODELING MAYA**  
**BERLIN - GERMANY**

● COMPUTER

**VOLKS HOCH SCHULE IT**  
**BERLIN - GERMANY**

● PROGRAMMING

**VOLKS HOCH SCHULE C++ / C#**  
**BERLIN - GERMANY**

● PROGRAMMING

**VOLKS HOCH SCHULE VISUAL BASIC**  
**BERLIN - GERMANY**

● HIGH SCHOOL

**HEINRICH VON STEPHAN OBERSCHULE**  
**BERLIN - GERMANY**

## LANGUAGES

**ARABIC GOOD**

**GERMAN GOOD**

**ENGLISH GOOD**

# EXPERIENCE

- ARAB ART CENTER
- PROMOMEDIA JCC  
JOMAA CONTRACTING COMPANY
- PRINTCUT
- FREELANCE

3D ARTIST

GRAPHIC DESIGN  
3D MODELING  
3D & CAD DRAWING : CNC MACHINE READY  
2D CAD DRAWING : LASER CUT MACHINE READY

3D ARTIST  
MULTIMEDIA MANAGER

3D MODELING ARCHITECTURAL AND ORGANIC OBJECTS  
FURNITURES / STANDS / BOOTHS  
BILLBOARDS / SIGNAGE  
3D & CAD DRAWING : CNC MACHINE READY  
2D CAD DRAWING : LASER CUT MACHINE READY

3D ARTIST

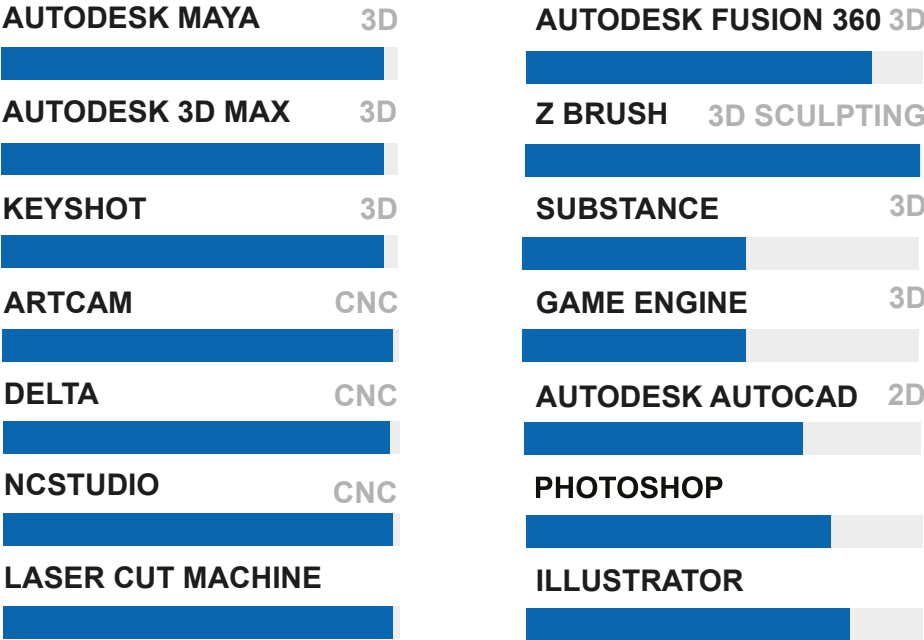
3D MODELING ARCHITECTURAL AND ORGANIC OBJECTS  
FURNITURES / STANDS / BOOTHS  
BILLBOARDS / SIGNAGE  
TROPHIES

3D ARTIST

3D BJECTS / FURNITURES MODELING  
INTERIOR PROJECTS  
EXTERIOR PROJECTS  
PRODUCT DESIGNING  
PRODUCT SCULPTING  
3D OBJECTS DRAWING CNC READY

## MAC USER

# SOFTWARE



# SKILLS

## INNOVATE



## TEAMWORK



## CREATIVE



## COMMUNICATION



Create 3D models based on concept or sketches.

Creating, editing, animating, and rendering 3D models using Autodesk softwares, such as 3ds Max, Maya.

SKETCH

Hard Surface Modeling for low and high resolution asset needs.

Creation of 3D renderings and animations of architectural plans.

Skilled in creating detailed high-poly concept works in Zbrush and mudbox.

Retopologize high-poly models into low-poly 3D models.

Sculpting detail in Zbrush for use of Normal/Spec/Diffuse maps for low resolution assets.

MODELING

Create 3D models and textures based upon concept designs and sketches for assets.

Create 2D and 3D visual elements for real time simulation.

Managing multiple 3D and 2D tasks including data prep and mesh adjustment when needed.

Creation of external and internal environments in 3D using Maya.

Specialized in 3D modeling to design and create trophy's / furnitures / products.

TEXTURING  
LIGHTING

Utilized Maya and 3ds Max to bake textures and unwrap the UVWs.

Lighting and rendering using Vray, Mental Ray etc...

Create textures using Photoshop crazy bump etc.

Shading and Lighting of models and backgrounds done in Maya.

Create material mapping based on customer specs and/or site photography if available.

Working on every stage of the CGI process from modeling, texturing, lighting, shading, animating, particles and compositing.

UNWRAPING

Maintained a consistent work flow through out project time.

The ability to learn proprietary software and 3rd party plugins.

Engage with community to modify and improve designs.

Work with new technologies to expand the company designs and ideas with new and innovative.

Work close in concept with the customer to satisfy the need and concern.

Working with clients to deliver projects within deadlines.

Working in a diverse team of developers, graphic designers, and management.

Researched and presented relevant information on objects needed to model.

SERVICING

Create objects / forms and fabrication using a 3 axis / 4 axis/ 5 axis-CNC machine.

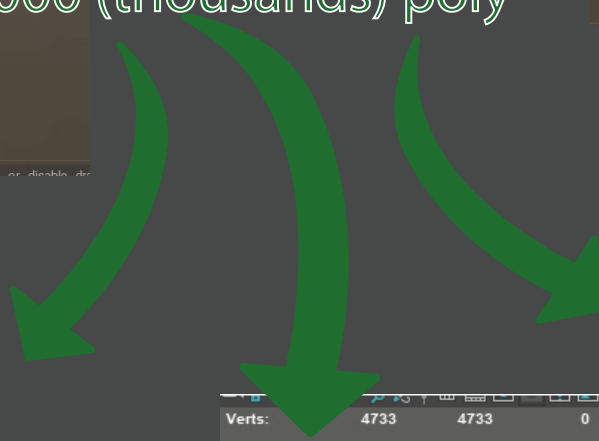
Create architectural and organic 3d objects ready for cnc machines and 3d printers.

RELATED

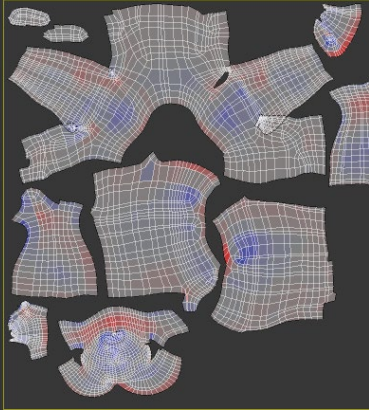
# full body retopology to low poly count clean mesh



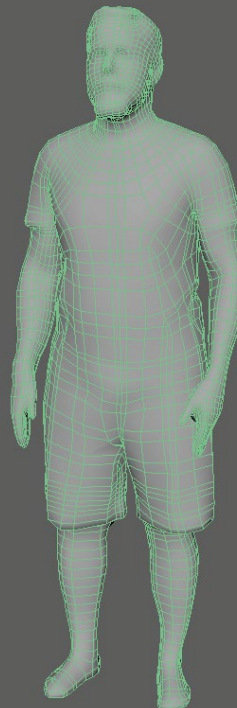
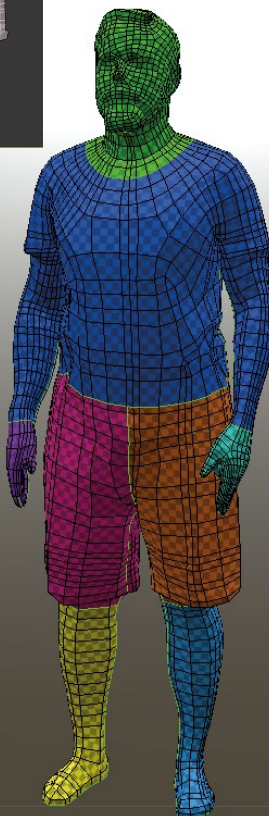
around 3,000,000 (millions) poly  
to 5000 (thousands) poly



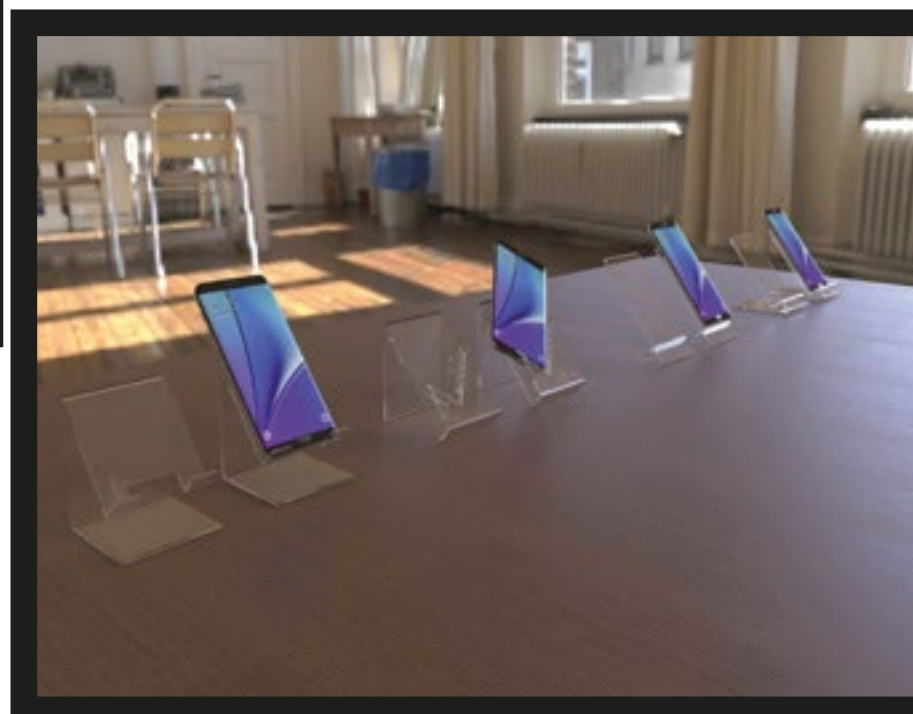
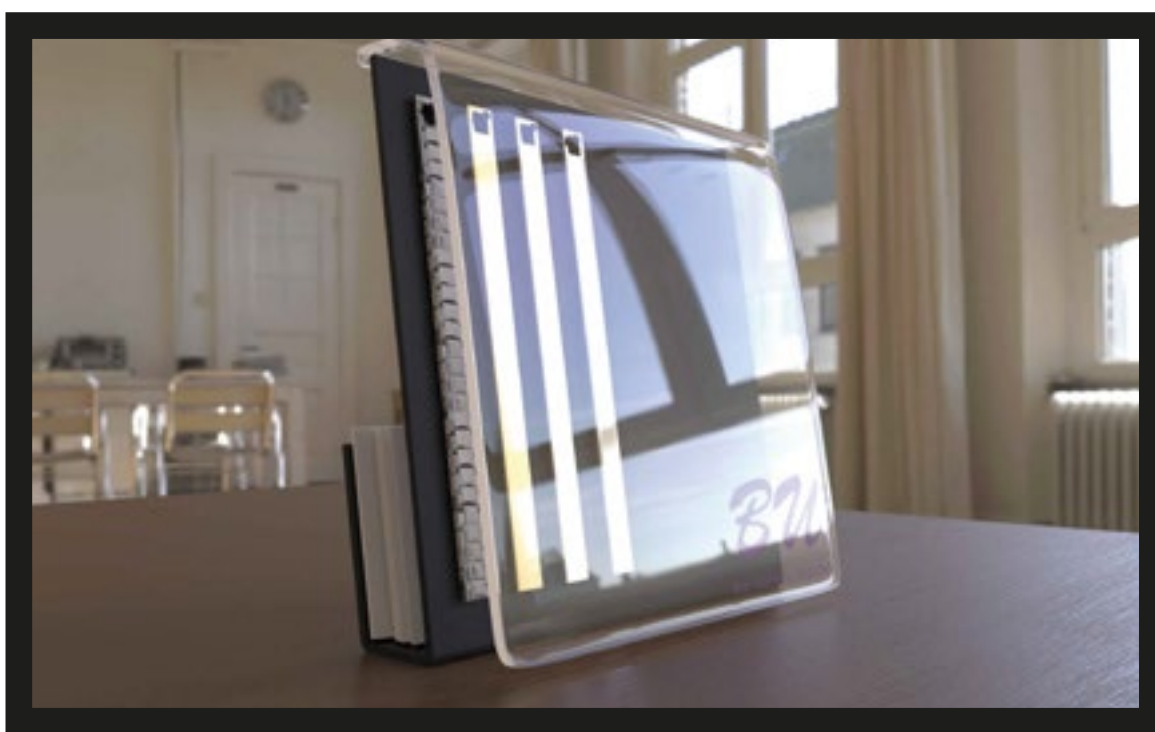
UV Preview



Verts:	4733	4733	0
Edges:	9450	9450	0
Faces:	4719	4719	0
Tris:	9462	9462	0
UVs:	5235	5235	0



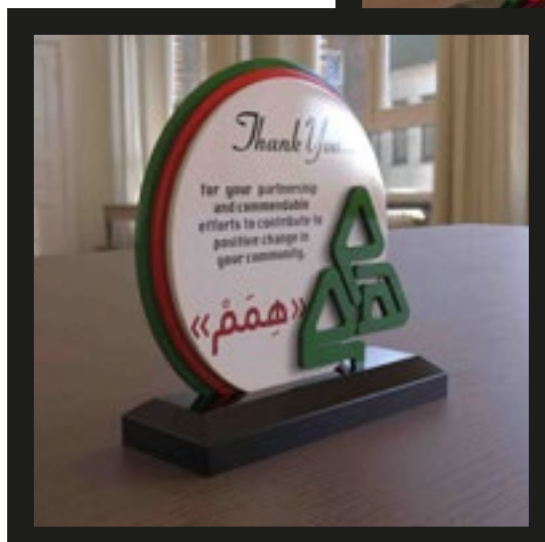
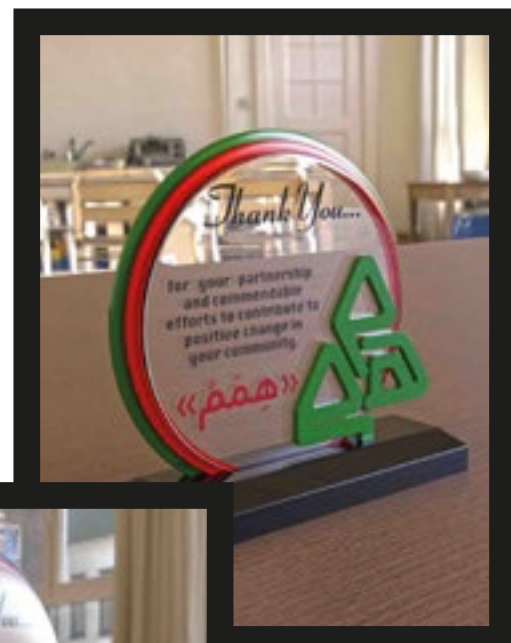




**TROPHIES  
AWARDS  
DESIGNING**



## TROPHIES AWARDS DESIGNING

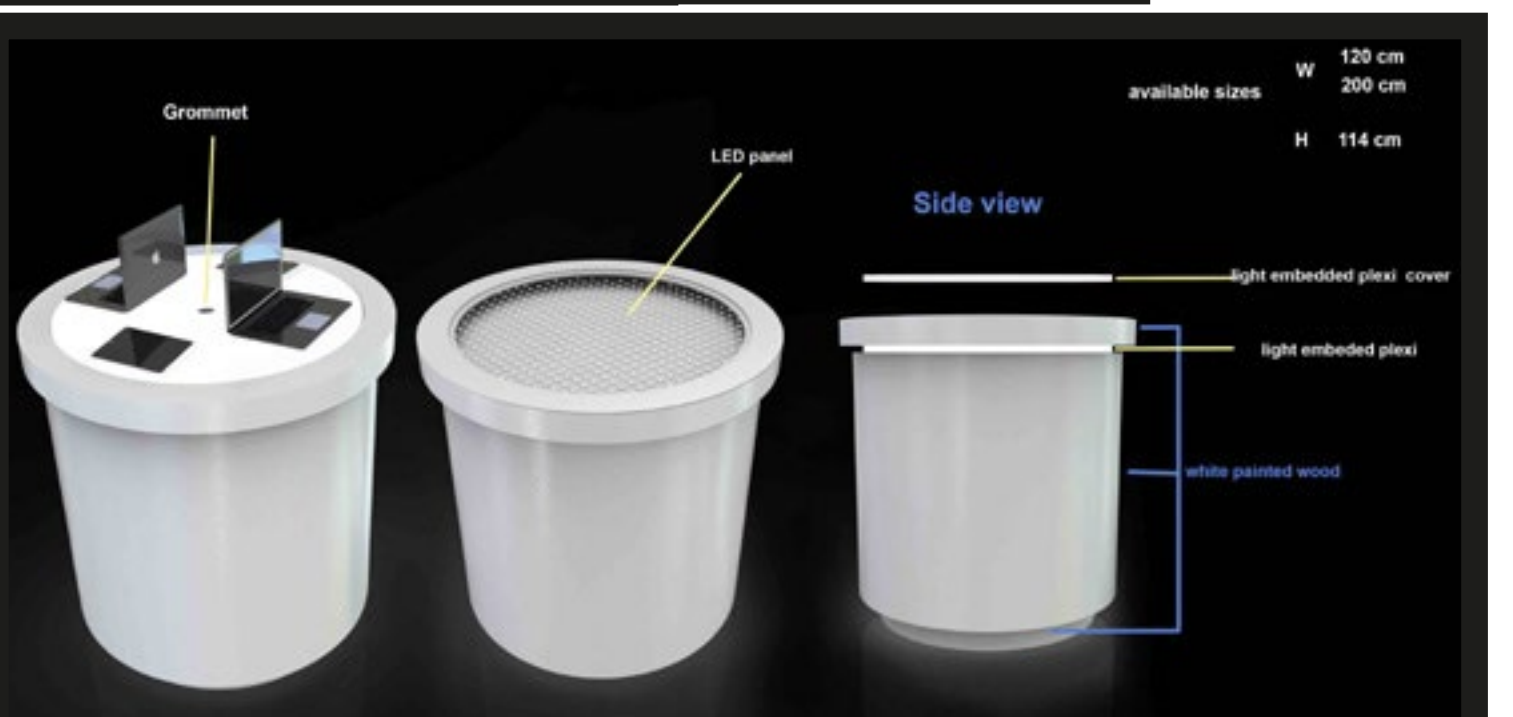




# TROPHIES AWARDS DESIGNING









## STANDS DESIGNING

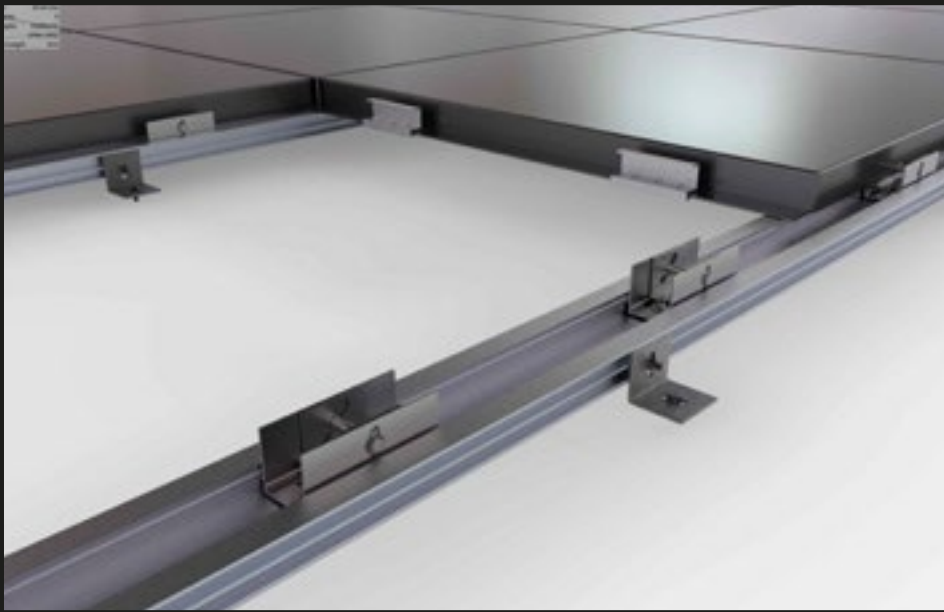






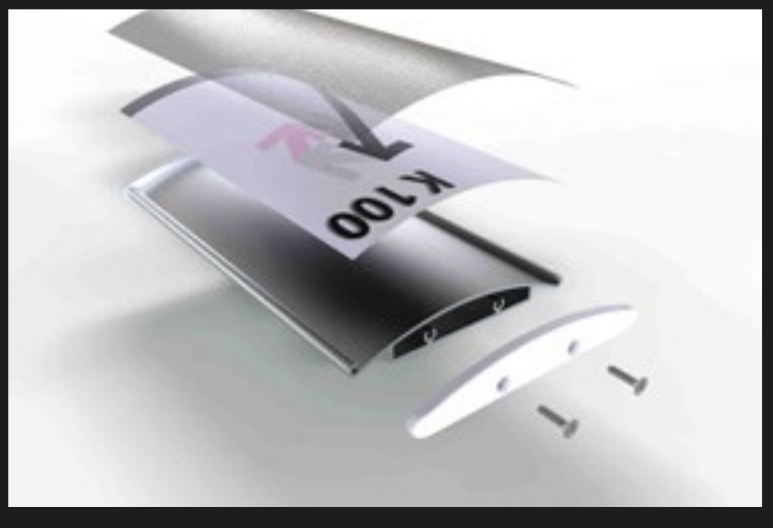
ZERO WALL MOUNTED SIGN

FINE  
DETAILS



GO DEEPER INTO DETAILS





EXPLODE  
EFFECTS  
FOR  
DETAILS

# SIGNIAGE

HABER GIANT SIGN



REAL PICTURE

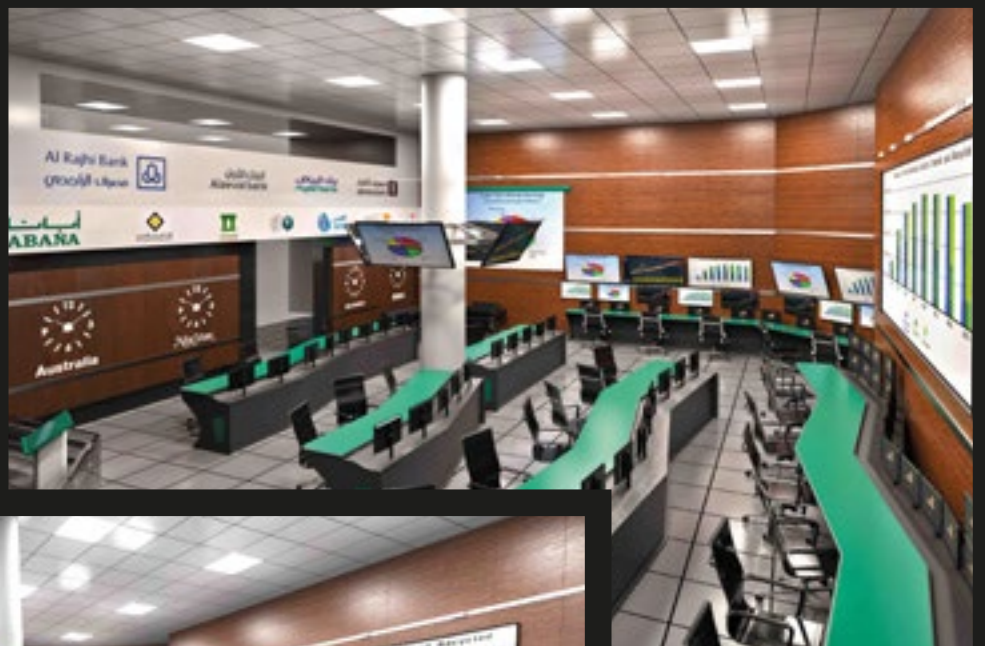


3D SIMULATION





**ABANA  
CONTROL ROOM  
PROJECT  
RIYADH**

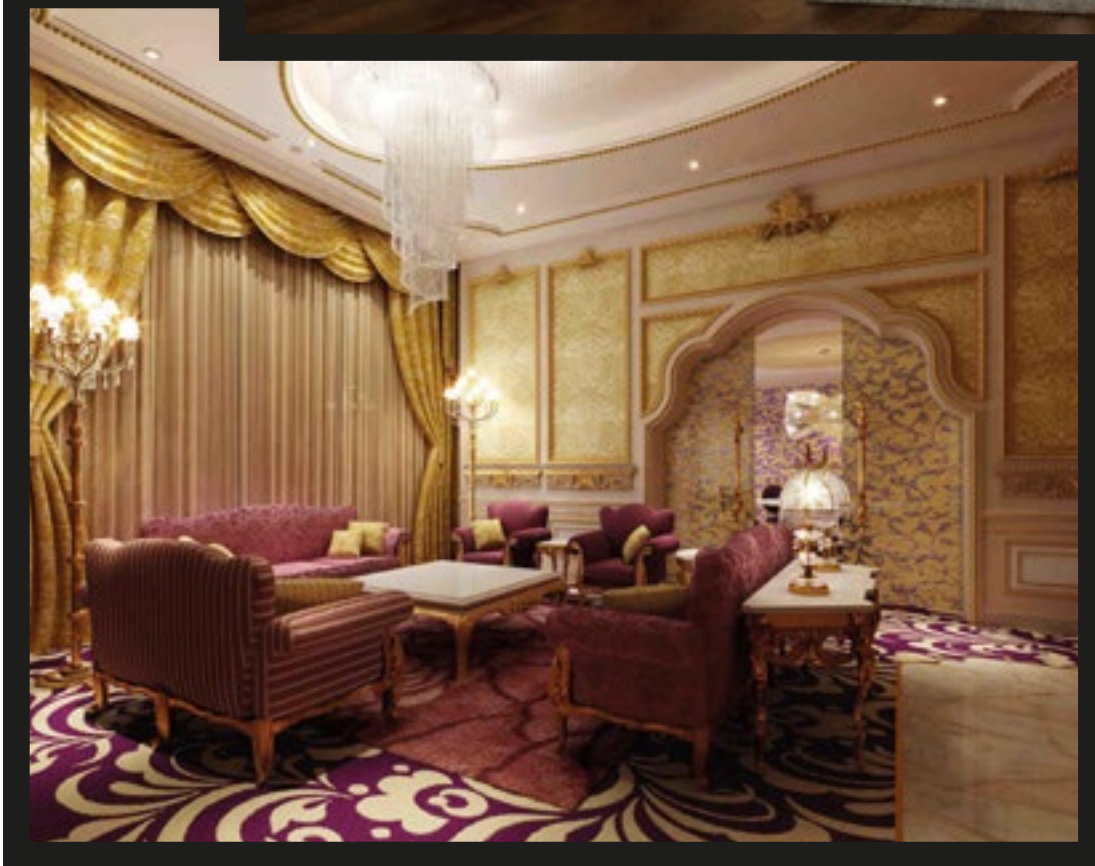




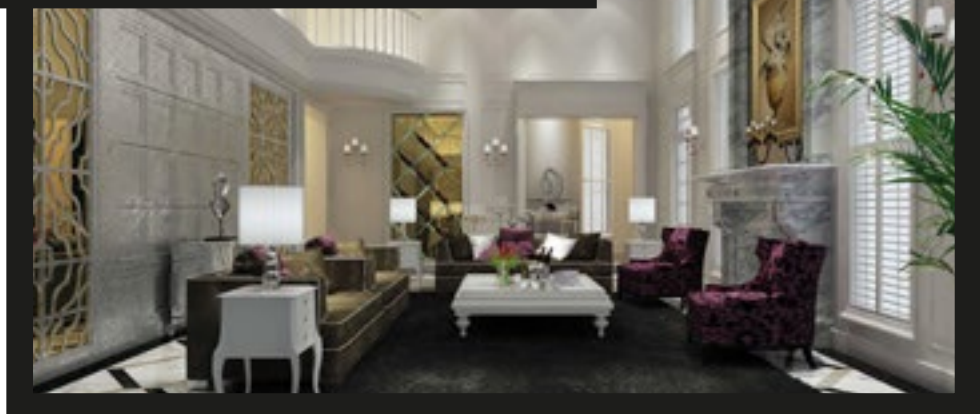


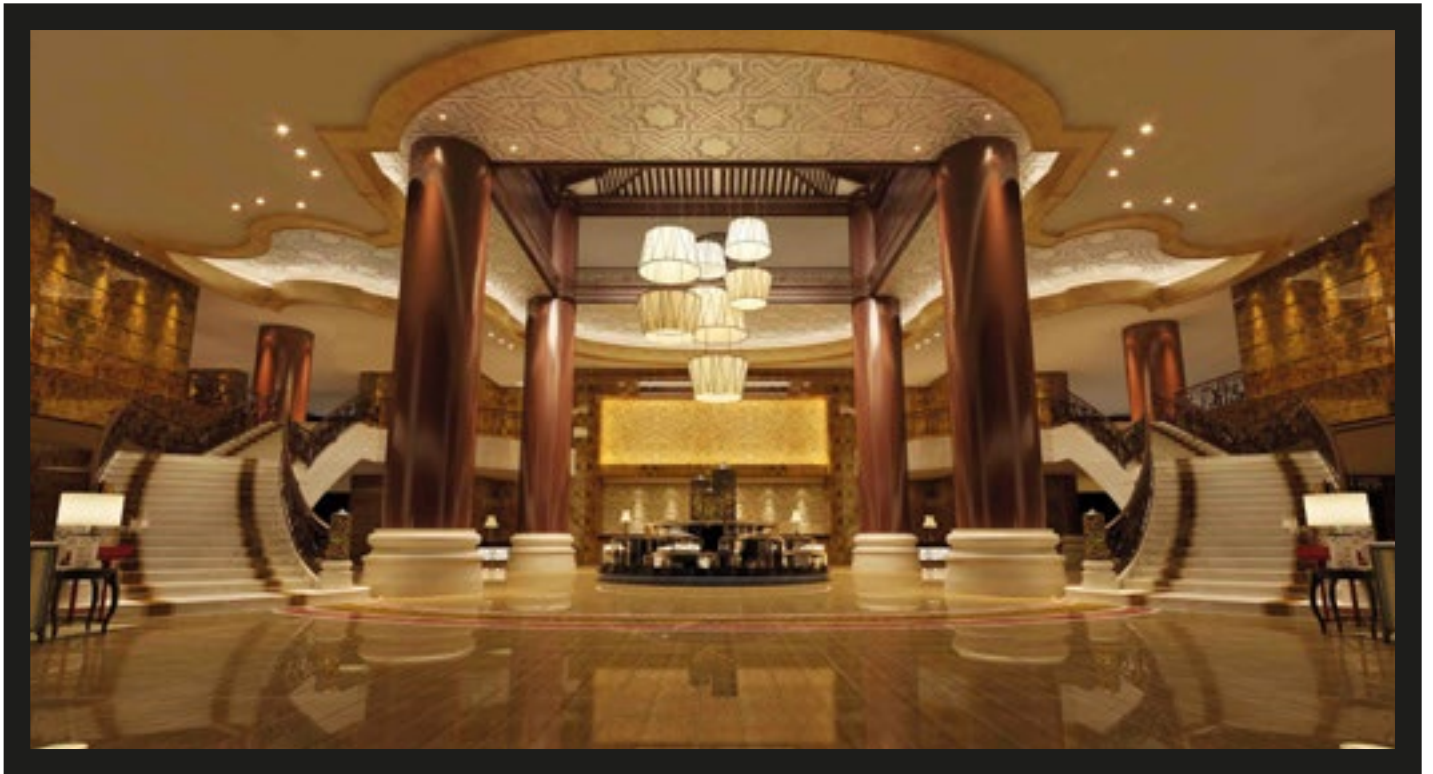
THE POWER  
OF RENDER





**THE POWER  
OF RENDER**





## THE POWER OF RENDER

