

Marilyne Bassoulou

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SUMMARY

Multidisciplinary designer and developer with a Master’s in Computer Animation & Visual Effects from Bournemouth University and a foundation in Computer Science. I combine creative design principles with strong technical expertise in programming, simulation, and computer graphics. Skilled in C++, Python, and shader development, I build tools and workflows that bridge the gap between art and technology.

EXPERIENCE

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|---|-------------------|
| 3D Artist & Animator Poultec 3D Modelling, Animation, Compositing | 07/2025 - Present |
| Freelancer 3D Modelling, Animation, Compositing, 2D Character Animation, social media | 10/2024 - 06/2025 |
| Part-Time Sales Representative Bandstand Merchandise Services UK Sold merchandise at concerts and live events Developed customer service and real-time problem-solving skills | 11/2023 - 05/2025 |
| 3D & Motion Graphics Intern Plan A Experience Design Studio Developed 3D mapping and content using After Effects, Photoshop, 3DS Max, and Blender | 04/2022 - 07/2022 |
| Freelance Tutor Online Tutor in Computer Science | 01/2017 - 03/2022 |

EDUCATION

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|---|-------------------|
| Computer Animation & Visual Effects Bournemouth University , United Kingdom - Master of Science <i>Merit</i> Specialized in the technical foundations of computer graphics , including C++, Python, and shader development. Developed real-time graphics applications using OpenGL and the NCCA Graphics Library (ngl). Designed and implemented animation software tools following software engineering principles. | 09/2023 - 09/2024 |
| Computer Science – Computer Graphics & Animation Notre Dame University – Louaize, Lebanon - Bachelor of Science <i>Cum Laude</i> | 09/2017 - 06/2022 |

SKILLS

| CREATIVE AND TECHNICAL SKILLS | SOFT SKILLS | LANGUAGES |
|--|-----------------------|-----------|
| • Languages: Python, C++,C#, GLSL, Qt | • Communication | • English |
| • Graphics Tools: Maya,Blender, Houdini, ZBrush | • Problem Solving | • Arabic |
| • Adobe: Photoshop, After Effects, Illustrator, Premiere Pro | • Teamwork | • French |
| • Compositing & Rendering: NUKE (NUKEX), V-Ray, Redshift | • Attention to Detail | |
| • Frameworks: OpenGL, NCCA Graphics Library | • Time Management | |
| • Other Tools: Adobe Creative Suite, Unity, Git | • Work Ethic | |