

# Fatima Hachem

Multimedia Generalist | Animator | Graphic Designer

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## SKILLS

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- **Technical:** Animation | Graphic Design | Branding | Storyboarding | Wireframing
- **Tools:** Autodesk Maya | Adobe After Effects | Adobe Creative Suite | Blender
- **Soft Skills:** Collaboration | Brainstorming | Problem-Solving | Attention to Detail

## PROFESSIONAL EXPERIENCE

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**Development Manager** | Meem Cultural Production, *Beirut, Lebanon* Oct 2018 – Jan 2019  
Engineered a performance-optimized, rigged, and animated 3D character for real-time use and developed the image recognition system to trigger animations, successfully integrating the full technical pipeline.

**Production Assistant** | Method Studios, *Montreal, Canada* Jan 2019 – May 2019  
Supported the VFX pipeline for *Top Gun: Maverick*; facilitated client deliveries and synchronized cross-timezone communication.

**Junior Software Engineer** | Snowed In Studios, *Ottawa, Canada* May 2017 – Aug 2017  
Refactored legacy game code into scalable class systems, improving maintainability and accelerating feature development.

**IT Teacher** | Al-Kawthar High School, *Beirut, Lebanon* Aug 2024 – Jul 2025  
Developed a dynamic web app with vanilla JS/HTML/CSS featuring an interactive card interface that utilized array manipulation and event listeners to randomize on-screen content and animations.

## ANIMATION PROJECTS

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**Gently — 3D Animated Short** Mar 2019 – Apr 2020

- Spearheaded the initial development of a silent animated short film by leading brainstorming on and authoring the original script, forming the team, and creating the first production schedule and communication plan, which remained the foundation for the project after transitioning to a technical role.
- Utilized a hybrid animation approach, cleaning up motion capture data for realistic base movement and then applying principles of animation to add life and emotion, achieving compelling final character performances.

**Paint — 3D Animated Short (Solo - Maya / Premiere Pro)** Dec 2019

- Independently executed the full 3D animation pipeline to deliver a 30-second short film from a given "cybernetics" theme. Managed all stages from brainstorming and writing to storyboarding and design to final composite within a tight one-month deadline, delivering a story told purely through motion.

**TMC Branding Test - Dentine** Apr - May 2024

- Authored two complete, research-driven brand identities for a new toothpaste line as part of a professional design assessment, delivering bilingual logos, packaging mockups, and comprehensive brand guidelines.

**Jillian Studio Services - Freelance Graphic Designer** Feb 2019 - Dec 2019

- Adhering to brand guidelines, developed custom vector graphics and a professional partner package for JSS that served as the face of their services to potential clients.

**Canadian Gaming Expo - Volunteer Lead and Graphic Designer** Feb 2017 - Jun 2020

- Designed key print and digital marketing materials—including signage, maps, and schedules—across three gaming conferences, ensuring strict adherence to brand guidelines and receiving commendations for clarity and quality and follow-up freelance work with Jillian Studio Services.

## EDUCATION

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**Carleton University** June 2020  
*Bachelor of Information Technology - Interactive Multimedia and Design*

**Algonquin College** June 2020  
*Advanced Diploma in Interactive Media Development*