



# Ahmed Refaat

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<b>Objective</b>	Career in Digital Advertising/Design - Video Editing/Creation - Visual Effects - General 3D/CG Design & Art - Brand, Marketing and Content Strategy.																		
<b>Education</b>	<b>DePaul University, College of Computing and Digital Media</b> -MA in Animation with a Technical Art concentration (2017-2018). -BFA in Animation with a concentration in Game Art and a Minor in Graphic Design (2012-2016).  <b>Elmhurst University</b> -Masters in Computer Information Technology (MCIT) (2021-2023).																		
<b>Technical Skills</b>	<b>Professional experience in a variety of programs.</b> (Including but not limited to) <table><tr><td>-Maya, 3ds Max, &amp; Mudbox</td><td>-Adobe Illustrator</td><td>-Mocha Pro</td></tr><tr><td>-AutoCAD</td><td>-Adobe Photoshop</td><td>-FrameForge</td></tr><tr><td>-Fusion &amp; Nuke</td><td>-Adobe InDesign</td><td>-Shotgun</td></tr><tr><td>-Substance Painter &amp; Quixel</td><td>-Adobe Animate</td><td>-Davinci Resolve</td></tr><tr><td>-Unreal 4 game engine</td><td>-Adobe After Effects</td><td>-Salesforce Marketing</td></tr><tr><td>-Unity game engine</td><td>-Adobe Premiere Pro</td><td>Cloud</td></tr></table>	-Maya, 3ds Max, & Mudbox	-Adobe Illustrator	-Mocha Pro	-AutoCAD	-Adobe Photoshop	-FrameForge	-Fusion & Nuke	-Adobe InDesign	-Shotgun	-Substance Painter & Quixel	-Adobe Animate	-Davinci Resolve	-Unreal 4 game engine	-Adobe After Effects	-Salesforce Marketing	-Unity game engine	-Adobe Premiere Pro	Cloud
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<b>Work Experience</b>	<b>Convenience and Energy Advisors - Digital Designer (2023-Present)</b>  <b>Sensata INSIGHTS - Interactive Visual Designer (2022-2023) (Chicago)</b>  <b>SmartWitness USA, LLC - Interactive Visual Designer (2020-2022) (Chicago)</b>  <b>Pulse Studio LLC - 3D Artist/Designer (2019) (Chicago)</b> Worked on marketing event design for a variety of clients including Salesforce, Samsung, among others.  <b>Digital Factory, Inc. - Digital Content Designer and Marketing team leader (2018-2020) (Chicago)</b>  <b>Muse VFX - CG Generalist and Compositing Intern (2017) (Los Angeles)</b> -Worked on TV shows - NCIS / CBS, Kevin Possibly Saves the World / ABC, and others. -Worked on feature film - Proud Mary.  <b>Digital Hydra, LLC - 3D Environment Art Intern (2017) (Chicago)</b>  <b>Radar Studios - 3D Intern (2018) (Chicago)</b>  <b>Brainjolt - The Worst Talk Show with Blake Grigsby (host) (2017) (Los Angeles)</b>  <b>Depaul University Project - A Moment Free from Darkness - 3D Artist (2016) (Chicago)</b>																		
<b>Portfolio</b>	<b>ARDesigns.net / LinkedIn</b>																		
<b>Languages</b>	English (level A) Arabic (Mother tongue as an Egyptian national)																		

# In depth experience explanation:

## Convenience and Energy Advisors

Content Design, Web Design, UX, UI, Mobile design and Animation. Focused on creating designs for interaction applications.

## Sensata INSIGHTS

Worked on a variety of visual and technical tasks that required finesse across multiple mediums. Product design, UX, interaction design, video creation, branding and others. Designed component based assets for mobile and web applications. Managed design team workload and expectations. Worked with team to manage time effectively and ensure deadlines were met.

## SmartWitness USA LLC

Worked on creating digital assets for marketing and sales departments. Created 2D, 3D and video assets. Worked on developing the brand and user experience. Worked with team to manage projects and outline priority deliverables.

## Pulse Studio LLC

Worked on 3D scenic, venue, landscaping, interior and exterior architectural design, marketing booth design and asset creation. Used 3DS Max, Unreal Engine 4 and the Adobe suite while on the job. I had the opportunity to work on full scale 3D design and advertising projects for clients like Salesforce, Samsung, NRA, ConExpo, AIG, Chronicle, FoodForLife, Forescout and others. Excellent communication and teamwork was required to hit deadlines and ensure quality.

## Digital Factory

Worked on advertising and marketing technology products. One of our clients was a tech company called "Touchjet". I designed assets, email blasts, and created advertisements for most of their social media. I helped increase traffic to their website and drive sales for them. I also helped design many elements for their website and created animations and videos for their products. I mostly used the Adobe Suite to accomplish these tasks. My responsibility was to raise brand awareness and increase sales and profits for clients through the use of smart e-commerce and clean design. My responsibilities expanded when I additionally became a marketing manager. This further taught me essential time management and organizational skills. Managed Design team and workloads. Made sure team was always engaged and managing time effectively.

## Muse VFX

Worked on visual effects for several live TV shows. A major show I worked on was NCIS. I also got the opportunity to work on a feature film called "Proud Mary". My role here was in compositing. I mostly used Fusion to complete most of my post production tasks. I also used 3D programs for modeling, texturing and lighting assets that were used in compositions. Programs I used for these tasks included Maya, 3DS Max and Substance Painter.

## Digital Hydra

Worked on modeling, texturing, lighting, animating, and rigging assets used for several purposes. For most of these tasks I used Maya, Quixel, and the Adobe Suite. These assets I worked on where then used for pre-visualization purposes for TV shows and games.

## Radar Studios

Worked on modeling, texturing and rigging techniques. Worked on creating assets. I also learned more about the workflow from CG to Compositing and how to technically approach an advertising project from start to finish. The programs I mostly used were Maya, Nuke and the Adobe Suite.

## A Moment Free from Darkness

Worked on sculpting and animating assets for the game. The game had a sensitive but strong and meaningful message. The game got accepted into many indie game festivals within the US and abroad. It was a visual experience and was designed to be played on four platforms at festivals. One part was played on a phone, one was played on an ipad, one was played on a PC and the last part was in VR using the Oculus Rift.

## The Worst Talk Show with Blake Grigsby - Brainjolt

Created visuals using 3D programs like Maya and Cinema 4D for a YouTube comedy talk show. Also helped maintain visuals while live shows were on.

## Website Design

Designed and maintained website for the Egyptian Embassy in Guatemala.