

SARAH MOHAMED ZAHER
3D Creative Environment/props Artist

- Nationality : British Citizen
- Phone : +44 (0) 7570895694
- E-Mail : sarah3dartist@gmail.com
- Website : <http://zaherart.com>
- Showreel : <https://vimeo.com/155247188>

3D EXPERIENCE: – Full 9 Years.

- 3D feature film, commercial, TV shows and games.
- 3D Environment/ props artist.
- 3D modeling hard surface and organic.
- UV'S , Texture , painting utilize image references.

Work EXPERIENCE:

11/2016 - Cinesite VFX Company, London, UK: CG Environment Artist in Robin Hood: Origins movie.

10/2016 - Flipbook Studios, Manchester, UK, 3d Modeller, Freelance VR project.

07/2016 - Blue Zoo Company, London, UK, Lead 3d artist, modeling and texture. Short contract.

09/2016

03/2015 - Rebellion Game Company, Oxford, UK, One year and 4 month : Worked in **Sniper Elite 4** as a trainee then junior
07/2016 3D Artist. Used in-house game engine called "**Asura**", full-time. I expand my experience with the game industry, started from 3d assets till the game level as environment.

06/2014 - Doodle Production Studios, London, UK : Worked as 3D Modeler, full-time, 7 month. "TV series, 3d animation for kids
12/2014 show to **BBC Channel, UK** . It's already a popular magazine for kids called "**Messy goes to Okido**".

05/2014 - Darkside Animation Studios, London, UK: Worked as 3d Modeler, 2 weeks contract, full-time.

02/2014 - Passion Pictures Company, London, UK: Worked as 3d Modeler and UV's, 6 weeks contract, full-time, in "**Nike Football commercial, The Last Game**".

05/2013 - Barajoun Company, Dubai, May till November full-time work contract. Worked as 3d environment/ props artist, modeling, UV's and textures in "**Bilal Feature film**".

02/2013 - Darkside Studios London, UK: 6 weeks contract, full-time.
Worked as 3d environment artist, modeling, UV's and textures. "**Demo for project 3d animation TV series for BBC Channel, UK**".

10/2012 - Grid VFX Studios, Gent, Belgium: Worked as 3d modeler artist, modeling and uv's, "**Asterix feature film**".

07/2012 - Media Sphere Studios Derby, UK:
Worked as 3d modeler, material, texture , light and render V-ray. One month freelance, full-time.

- Act Studios: Freelance, remote. Worked as 3d environment artist, modeling, uv's and texture.

2011 - Techno Fan company: 6 month contract, full time.
Worked as 3d environment/ props artist and organic, uv's, texture, light and render mental ray.

- Coincide studios: Worked as 3d character modeler. One month freelance, remote.

2010 - Promedia company: 4 months contract, full time.
Worked as 3d environment/ props artist, design model sheet, concept art, modeling, uv's and texture.
- Cairo Cartoon, Mona Abo El Nasr studio:
Freelance, remote. Worked as 3d environment/ props artist and design model sheet, concept art and modeling.
- The General Organization Of Culture Palaces:
Worked with my friends in 3d animation cartoon short movie called "Yes", worked as 3d environment artist , design model sheet and modeling.

2008 -2010 - Coincide studio: Full-time, permanent contract.
Worked as 3d environment/props artist, design model sheet, concept art, modeling, uv's, texture, light and render.

2007- 2008 - Tarek Rashed studio: " My first studio "
January Full-time, worked as 3d environment/props artist, design model sheet and modeling.
First 3 month, 3d modeling training 3d character and environments/props.

Software skills: - Maya.
- 3ds Max.
- Z-Brush.
- X-Normal.

- Mari.
- Adobe Photoshop.
- Quixel.
- Real - time engine.
- Crazy Bump.
- Starting Substance painter and designer.

EDUCATION:

- Faculty of Art Education "Fine Art", Helwan University, Cairo, Egypt.
- Graduated: May 2004.
- Grade: Very Good with honor, high grade. I am one of the top 20 from nearly 500 artist.

LANGUAGES:

- English: Read, speak and write, V. good.
- Arabic : Read, speak and write, Fluent.

3D Learning Sources :

- Tarek Rashed studio training 3 month modeling only, 3d environment / props and Characters.
- Self-learning and free tutorials in different websites.
- Hard work.

Objective :

- Learning and work more to improve my creative art side and 3d technical skills to become a part of professional 3d art projects. Keen to be involved in all aspects of the 3d creative process.

Interests :

Fine Arts , Photography and Traveling.