

# ALI ISMAIL

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**Objective:** To work as a 3D artist in a motivated production environment while acquiring new technical skills and progressing as an artist

## SKILLS

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- **Modeling:** Good eye for shape, form, proportions and details, strong understanding of edge flow principles, anatomy. Ability to communicate ideas and visualize 3D models provided concept art reference, blueprints or creative imagination.
- **Texturing/Lighting:** Understanding of light, shade, color and surface properties. Ability to produce desired lighting using standard lighting systems or GI, ability to implement textures for high resolution models or for game use.
- **Additional:** basics of rigging, animation and compositing.
- **Software:** 3ds Max, Maya, ZBrush, Photoshop, Nuke, Shake, After Effects.

## WORK EXPERIENCE

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02/2008 – till now  
Partner/ Lead CG Artist

**Ebal Studios**  
[www.ebalstudios.com](http://www.ebalstudios.com)

02/2007 – 02/2008  
Digital Artist

**Lucasfilm Animation Singapore**  
[www.lucasfilm.com](http://www.lucasfilm.com)

- Indiana Jones and the Kingdom of the Crystal Skull (**ILM**)/ Digital Modeler
- Iron Man (**ILM**)/ Lighting TD
- Star Wars: The Force Unleashed (**LucasArts**)/ Digital Modeler

02/2005 – 02/2007 | **Freelance 3D Artist**

Clients include **Microsoft** and **VW**

10/2004 – 02/2005 | **Character Animator** / University internship

**Rubicon**

06/2003 – 09/2004 | **3D Game Artist** (modeling, texturing and Animation)

**Turath Software**

07/2002 – 04/2003 | **Digital Modeler**

**Kimaera**

## TRAINING

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ILM intensive Training in Lighting and Compositing

## EDUCATION

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06/2002 – 02/2007                      **Al-Balqa Applied University**  
Bachelor of Computer Engineering

Amman/Jordan

References and details are provided upon request