

# Kamal Shaddad

## /Level Designer /3D Artist

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## /Me

I'm a **student BAFTA nominated** level design and 3d artist with a recent career in **TV & film**. At a Senior level I managed projects for clients such as **Fitbit, Channel 4** and **Ubisoft**. I am currently looking to **migrate** into the games industry. I am a fast learner, keen to make my mark and a huge team player.

**Software:** Autodesk Maya Unity Unreal Substance Painter Adobe Photoshop

**Skills:** Level Design Texturing Lighting Project Management C# Programming

Colour Grading Filming Quality Control

## /Experience

### **3D Level Design/ Environment Art Contractor, Duelshot, July - September 2021**

Blocked out a FPS level and created/designed a small explorative open world level.

### **Game Designer, StoryFutures Academy, Network VR, May - July 2021**

Designing a 'meditative' VR experience based on mycelium and root networks

### **MA Games Design & Development, National Film and Television School, 2019-2021**

**Developer / Environment Artist** - Tales from the Rift

**Designer / Character Artist** - UKIE Game Jam Winner, Extinction Crabellion

**Project Leader / Environment Artist** - Ship 'b' Cursed

### **Senior Flame Assistant, ENVY Post Production, London, April 2015 – December 2018**

Managed projects between multiple departments and clients. Required a working knowledge of broadcast, digital and film workflows.

## /Additional Work

**Brand Ambassador for The Staff Room [Nintendo]**, EGX, London, October 2019

**Producer/Cameraman/Editor, Community Arts Film GYOS**, Greenwich, March 2014 – May 2014

**Producer/Editor, TEDx, University College London**, December 2013 – January 2014

**Junior Colorist, Spring Studios**, London, June 2013 – June 2014

## /Education

**National Film and Television School MA Games Design and Development**, 2019-2021

**Ravensbourne BA (Hons) Editing and Post Production**, 2011-2014