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| I am constantly driven to further develop higher quality of work which I achieve through a proactive work ethic, an acute sense of adaptability and innovation that pushes my boundaries, allowing me to create and produce games that reflect my passion within the game industry.  |

# Experience

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| Jun 2021Coordinator, TranzfuserI created a game development team for the purpose of growing my portfolio, enhancing my curiosity in my ability as an artist and a leader. I also gained new experience and techniques in the process, using maya, photoshop and blende. We successfully participated in the transfuser event to create a game in six weeks. Jan 2021Lead artist, The global Game JamDuring lockdown, I joined a small team and we had 3 days to quickly create a game. I designed levels, characters while also providing support to the 3D artist and programmers.  |
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# Education

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| 2017-2020Games modelling, animation and effects bsc, London Metropolitan University (1st Class Honours)The degree was rewarding and provided insight into the game development industry. I successfully worked with different peer groups. I designed, created and worked with model texture and animated characters and environments to make a functional prototype from VR to a fighting game.  |
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# Skills

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| * Refined Sculpting in Zbrush
* Seasoned in photoshop to create environments and character designs
 | * Experienced in Autodesk Maya, able to model, texture, rig, animate and render
* High understanding of texturing in Substance painter
* Good understanding of topology for a mesh
* Knowledge of Human and animal anatomy
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# Activities and personal development

I’ve always aspired to become an artist. Growing up, I loved creating and working on new and innovative projects. This has developed my creative and entrepreneur abilities as well as a strong sense of resilience to attain the desired goals. Years forward, I create game prototype every week with a team that I proudly lead, taking part in game jams. I find it exhilarating and inspiring. I get so much from pushing myself forward, learning and experimenting with new software for game development and developing an array of technical and transferable skills in the process.