

# RAWAD SARKIS

Dual Lebanese Canadian citizen

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**OBJECTIVE** | To obtain a full-time position in the Animation field, with a strong emphasis on 3D. Seeking a challenging team environment where I can develop my skills and use my passion for visual storytelling to contribute to film, commercial, or gaming productions.

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## EXPERIENCE

- 08/2019 – Present      **FREELANCE 2D/3D ARTIST**  
3D Generalist with focus on Video Games and Animation media  
-Consulting and producing artwork for mobile gaming companies  
-Produced and animated a historical soldier for Augmented Reality interaction at a historical site  
-Concept Design and 3D implementation for VR arcade games.
- 02/2023 – 11/2023      **PROJECT MANAGER**  
**Rekt Studios, Beirut, Lebanon**  
Project Planning, Team management, Risk Management, Scope Management, Quality Control, Progress Tracking and Reporting, Documentation and Administration, while still giving artistic input and implementation.
- 05/2021 – 02/2023      **LEAD 3D ARTIST/ GAME DESIGNER**  
**Monty Mobile, Beirut, Lebanon**  
Current Lead Artist at Monty Studios, as well as Game Designer, which entails:  
-Maintaining visual cohesion on all the games that come out of the studio through Concept art, UX/UI, Modeling, Animation, and Visual Effects as well as a certain level of audio editing.  
-Lead designing and balancing mobile games of various genres.
- 09/2016 - 07/2019      **LEAD ARTIST**  
**MerryBerries, Beirut, Lebanon**  
UI/UX designer for mobile games, drawing concept arts, modelling, rigging, shading in Unity and leading a small team of CG artists while keeping on track the production pipeline
- 5/2010 - 6/2016      **3D ARCHITECTURE DESIGN**  
**Dar Al-Handasa, Beirut, Lebanon**  
Developed 3D representations on a plethora of Architectural projects from Residential, Commercial buildings, town planning, Interior Designs, airports, Religious sites and major landscapes following the guidelines of architects following through their plans until they reach the client
- 1/2010 - 5/2010      **3D ARCHITECTURE DESIGN**  
**Ghaoui Architecture, Beirut, Lebanon**  
Developed 3D representations of Residential and Commercial buildings. Rendered entrances and animated walkthroughs following all steps in the pipeline process (Modeling, Texturing, Animating, Lighting, Rendering) using 3dsmax 2009, with Vray 1.5
- 11/2008 - 12/2009      **FREELANCE ILLUSTRATOR**  
**Vancouver, Canada**  
Produced Illustrations as an off-site Freelancer for a mathematics education book for the Science Education center in Lebanon
- 03/2008 - 06/2008      **COMPOSITOR/MODELER/TEXTURE ARTIST**  
**Rainmaker, Vancouver, Canada**

Textured and modeled vast sets of fields and valleys following the specific concept arts, and composited shots of various locations for lighting using Shake for straight to DVD's animated movies.

- Textured an entire valley of flowers in its 3D space that's at least 16X greater than the mid to close up shots in case there were any changes in the camera direction
- Modeled and Textured an Entire Valley in a Toon style that follows up closely to the Concept art
- Gathered all the rendered elements of a shot and calibrated the lighting in compositing using Shake
- Unwrapped, modeled and textured props for digital sets

02/2007 - 11/2007

**MATTE PAINTER/MODELER**

**Anthem VFX, Vancouver, Canada**

Produced Matte paintings of set extensions or created sets from scratch from the green screen shots. Modeled and textured prop sets and low-poly digital doubles of the actors for the sci-fi mini TV series "Tin-Man"

- Worked on an epic flythrough shot in collaboration with 7 Matte painters and modelers by creating and designing an entire block from the ground up
- Textured, Lit, and rendered a nightclub scene and matte painted the cobblestones
- Designed one connecting shot from scratch to fill in between a gap

**EDUCATION**

10/2005 - 10/2006

**VANCOUVER FILM SCHOOL, VANCOUVER, CANADA**

**Professional Diploma - Modeling and Visual Effects**

Special concentration on modeling and texturing

10/2002 - 06/2005

**NOTRE DAME UNIVERSITY, BEIRUT, LEBANON**

**Bachelor of Arts - Graphic Design**

- Special concentration on Moving Images

10/1987 - 06/2002

**SAINT JOSEPH SCHOOL, CORNET CHAHWAN, LEBANON**

**Lebanese Baccalaureate – Life Sciences**

Completed beginner-level courses in 3D Studio Max (on weekends)

**COMPUTER SKILLS**

3D Studio Max ,Vray, Maya, Blender, Zbrush, Unity Engine, Photoshop, Illustrator, Substance Painter, Substance Designer, Marvelous Designer, Flash, After Effects, Sketchup, Krita, Modo 2.0, Sketchup, Autocad, Softimage XSI (v. 4.2 to 6.0)

**LANGUAGES**

Fluent in English and Arabic      Fair in French

**EXTRACURRICULAR ACTIVITIES**

- Mentoring at Game Jams and giving workshops on Modeling/texturing in the video Games industry
- Avid collector of comic books (Manga, Science Fiction, Fantasy, Comedy)
- Photographer Hobbyist
- Practice digital sculpting and painting/illustration during my spare time

**PERSONAL**

Lebanese and Canadian Citizen