



zsattaur73@gmail.com
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Tools



Maya



ZBrush



Substance
Painter



Unity



Photoshop



Illustrator



Premiere
Pro



Word



PowerPoint

Skills

- Effective communication skills
- Collaborative
- Excellent problem solving skills
- Punctual and efficient

Interests

- Music
- Sports

Ziyad Sattaur

3D Artist

Profile

Aspiring 3D Artist with over 5 years of experience in the creation and optimization of assets for games. Experienced working in both individual and collaborative settings. Specializing in hard surface modeling, sculpting, UV unwrapping, and texturing.

Education

Honours Bachelor of Game Design
 Sheridan College

2017-2021
 Oakville, ON

Projects

Marshmallow Masters Sept 2020 - April 2021

- Mobile camping game where players participate in a variety of minigames
- Created variety of 3D assets including props and characters
- Created on a team of 7 over the span of 8 months

VR Shooting Gallery May - August 2020

- VR museum shooter
- Created various 3D objects including guns and miscellaneous objects
- Created on a team of 3 over the span of 4 months

Experience

3D Artist

DiamondBelly Games May - August 2020

- Modeled and textured 3D assets for use in game project
- Participated in weekly design meetings
- Communicated with team members through a remote work environment

Detailer

Assured Automotive May - August 2019

- Detailed newly repaired vehicles before they are returned to the owner
- Transported vehicles between dealerships and repair shop