AMINE BOUDHRIOUA

3D ARTIST

Tunis, Tunisia
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Profile

3D artist and graphic designer with over four years of experience creating striking visuals across various projects. I enjoy working in collaborative environments and take pride in finding creative solutions to new challenges.

Work history

Graphic Designer, Expert Company, Tunisia

July 2022 - March 2025

- Designed brand identities by crafting logos and visual guidelines across print and digital media, contributing to an improvement in brand recognition for clients.
- Produced bespoke illustrations and engaging animations that enriched storytelling and boosted user engagement across web and social platforms.
- Collaborated with clients, marketing teams, and developers to transform complex ideas into high-impact visuals, resulting in faster project turnarounds and more effective communication.

3D Artist, ReadyTo Tek, Tunisia

Oct, 2021 - June, 2022

- Modeled 3D assets for characters, environments and props, contributing to visually immersive worlds.
- Developed both realistic and stylized textures using Substance Painter, Photoshop, and Quixel mixer, enhancing the visual storytelling and aesthetic appeal of 3D assets.
- Constructed modular game environments and optimized scenes for real-time performance without sacrificing visual fidelity.
- Collaborated closely with developers quickly iterating on feedback and adapting to shifting project requirements within tight production deadlines.

3D Artist (Internship), Voxel Studio, Tunisia

March 2021 - June 2021

- Created and assembled complex scenes, ensuring precise scale, composition, and visual harmony to create immersive and cohesive environments for animations.
- Configured and optimized lighting setups for renders using Redshift and Unreal Engine, delivering visually stunning outputs that met clients needs.
- Refined render settings and composited outputs in After Effects to enhance visual storytelling,ensuring seamless integration of effects and achieving a polished, cinematic final result.

Education

Bachelor of 2D & 3D animation, Ecole Supérieure d'Architecture d'Audiovisuel et de Design, Tunis, Tunisia

October 2018 - June 2021

Date of birth
22/02/1998

Nationality
Tunisian

Soft skills
Creativity & Artistic Sense
Communication Skills
Problem-Solving
Critical Thinking
Time Management

Skills
3D modeling
PBR texturing
Scene lighting
Shader creation
Physics simulation
Compositing/Post
Rendering optimization
Game engine integration

Software
3ds max
Corona renderer
Adobe suite
Unreal engine
Substance painter

Languages
Arabic   native

English   fluent

French   beginner

Hobbies
Video games
Sports
Racing
Traveling