

Adam Dhibi

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3D Prop & Environment Artist

'Never give up on your dreams, or your dreams will give up on you'

A self-motivated, friendly, extremely determined, hardworking and passionate individual, eager to persistently improve on his technical and artistic skills to reach his dream of becoming one of the best in the industry. Takes pride in his responsibilities and is fully engaged in all tasks assigned to him. Works well under pressure, individually and within a team, whilst continuing to deliver the highest capable quality of work before deadlines.

I have always enjoyed seeing the various assets and environments within games, and as a child, became fascinated by the overall graphics, left wondering as to how games are made. Having been an avid gamer from a very young age, and owning multiple gaming consoles dating back to the SNES, I remember sitting in front of the TV playing Super Ghouls and Ghosts with my Father, eager for my turn to get my hands back on the controller. I knew then that one day I would like to be part of the industry and have my very own impact within a players gaming experience.

Although my industry experience is currently limited, I will bring a mature and highly dependable attitude to the working environment, whilst quickly adapting to teamwork with my fellow co-workers and proving myself an asset to your company, ensuring all my hard-work, skills and loyalty go into the company to help you succeed and grow even further.

Skills

- Skilled and confident in low/high poly for both hard surface and organic 3D modelling producing game ready optimized 3D Models.
 - Naturally able to UV Map to the highest efficiency.
 - Advanced and proficient in creating PBR as well as hand-painted textures using different packages such as Adobe Photoshop and Substance Suite.
 - Able to light environments creating an overall immersive atmosphere within game engine.
 - Knowledge on up to date techniques used in the pipeline of creating 3D art for games.
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- Extremely dedicated and enthusiastic.
 - The ability to work under pressure to meet deadlines.
 - Highly organized, punctual and reliable.
 - Able to problem solve using my own initiative.

Education

University of Central Lancashire Southport College	Bachelor's Degree in Games Design BTEC Level 3 Extended Diploma in Games Development	First Class D*D*D (A*A*A)	2014-2017 2012-2014
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Work Experience

JD Sports

September 2012 – Current

Sales Assistant

- Dealing with Customers on a daily basis, ensuring that they are greeted in a friendly manner and receive the best customer service.
- Teamwork and communication via radios across all employees and management throughout the store. Making sure that the customer isn't waiting for long periods of time for footwear/apparel.
- Adapted to working under pressure in a fast paced environment during busy periods throughout the year.
- Persistence and attention to detail, making sure that the apparel is neat and presentable for customers the next working day (JD prides itself over being neat and tidy). Praised several times by the area manager claiming I had the best standards (making apparel look neat & presentable) he had seen in any store.

Software Efficiency

Maya ★★★★★
Substance Painter ★★★★★
XNormal ★★★★★
Unreal Engine 4 ★★★★★

3ds Max ★★★★★
Substance Designer ★★★★★
SpeedTree ★★★★★
Marmoset Toolbag ★★★★★

ZBrush ★★★★★
Quixel Suite ★★★★★
Photoshop ★★★★★

Hobbies & Interests

- Playing games of different genres.
- Watching YouTube videos & Twitch livestreams.
- Creating 3D Art.
- Playing guitar & learning new songs.
- Attending gaming conventions & events.
- Watching & playing football.

Additional Information

- Selected for 'The Live Draft' in The Rookies 2017 representing the very best entries.
- Full UK Driving License.

References available upon request.