Josef **Abu Aisheh**
3D Compositing Artist for Movies & Games
Date of Birth 05/24/1987

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Adolf-Heyden-Str.5
12555 - Berlin, Germany

Knowledge driven 3D Compositing Artist with over a decade of experience in games, television and the music entertainment industry is looking for new opportunities.

EXPERIENCE

10/2021 -
01/2022
UE4 Art and Development Educator
S4G School for Games | Berlin, Germany

05/2021 -
10/2021
3D Compositing Artist & Direction "Neon Rider" - Short Movie
Schnitt-Akademie | Berlin, Germany
- *3D Modelling, Texturing, Rendering and Animating four Sci-Fi racing vehicles*
- *NukeX Compositing of 68 shots including Digital Matte Painting*
- *Writing, Directing and Editing*

09/2020 -
02/2021
Technical Game Designer MMORPG - PC
Aeria Games GmbH | Berlin, Germany
- *Design and Integration of Halloween and Major Content updates for an established MMORPG*
- *Improving on Workflows and Documentation*
- *Communication between departments and Co-Educating Game Theory (Worldbuilding, Systemic Game Design, Level Design, Narrative Design)*

04/2019 -
08/2020
Indie Game Developer & UE4 Consultant - PC & Mobile
Self employed | Mainz, Germany

04/2017 -
02/2019
Level Artist "ANNO 1800" - PC
Ubisoft Blue Byte | Mainz, Germany
- *Worked from concept to polish on a third of all playable islands*
- *Improvement of Visual Quality and Workflows for Landscapes and Set Dressing*
- *Designed and implemented about a hundred optional quests*

EDUCATION

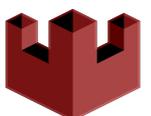**05/2021 -**
08/2021
VFX Artist , compact course
Schnitt-Akademie| Berlin, Germany

2014 -
2016
Game Development & Level Design, S4G Diploma
S4G School for Games | Berlin, Germany

2006 -
2009
Music Production, Music Management, Deutsche Pop Diploma
Deutsche Pop| Munich, Germany

SOFTWARE

ENGINES *Unreal Engine 4 (Blueprint) | Unity*

PROCEDURAL TOOLS *World Machine | Substance Designer*

ADOBE *Photoshop | Premiere | After Effects*

3D *Blender | Mudbox*

AUDIO EDITORS *Cubase | Logic | Pro Tools*

AREAS OF EXPERTISE

Compositing | Environment Art | *Level Art & Set Dressing | Technical Level Design*

SOFT SKILLS

Communication | Research | Problem Solving | Leading | Presentation

LANGUAGES

German | English | Arabic (spoken)