

ALI KHALIL

20 Spurr Street, Sheffield, S2 3GY • Tel: 07708 217368 • E-mail: ali_khalil@hotmail.co.uk

Portfolio : <https://www.artstation.com/artist/starfrogsplash>

PERSONAL PROFILE

A highly-motivated and enthusiastic professional with experience as an environment Artist. Thrives on working in a busy office environment, skilled in performing in an exceptional manner both independently and as part of a team in order to complete tasks within schedule and according to deadlines.

EDUCATION, QUALIFICATIONS & PROFESSIONAL COURSES

PRINCE2 Foundation Certification	2016
BA Computer Games Modelling and Animation (2:1) – Derby University	2007 – 2010
A Levels: Electronics, Photography and Graphic Design – Sixth Form College	2004 – 2007
GCSEs: Including English and Mathematics – Challney High School	1999 – 2004

EXPERTISE, KEY SKILLS & COMPETENCIES

- Solid and proven ability in administrative, customer service and technical roles with a highly-professional approach.
- Expert in ensuring the smooth day-to-day operation across departments and supervising teams
- Highly-organised and focused on meeting task deadlines within identified time frames
- Ability to quickly analyse situations and deal with them accordingly in a professional manner
- Leading and motivating teams to ensure high-levels of service and productivity
- Ability to communicate clearly with both team members and senior management
- Excellent presentation skills. Good team player.
- Fully proficient in the use of IT equipment and software packages including the Microsoft Office Suite and also 3DS Max, Maya, Photoshop, Unreal 4, Zbrush, Mental Ray, Quixel Suite and Substance Painter.
- Well-versed in creating and managing reports for stakeholders as well as undertaking ad-hoc analysis
- Understanding of security, sensitivity and confidentiality in relation to providing reports to different stakeholder audiences.
- Rational and strong analytical approach to problem solving
- Drive to challenge processes for improvement and efficiency
- Abundance of personal energy and drive

CAREER & ACHIEVEMENTS TO DATE

Environment Artist

Jan 2017 – Current

Sumo Digital (Unannounced AAA)

KEY RESPONSIBILITIES & ACHIEVEMENTS

- Developing multiplayer maps and writing detailed outsource documentation
- Technical tasks included undertaking world building, scene composition, material balancing and mesh work.

Collaborating with different departments on execution of maps from block out to final stages

Environment Artist
Splash Damage (Gears of War 4) – U.K.

Mar 2016 – Nov 2016

KEY RESPONSIBILITIES & ACHIEVEMENTS

- Developing multiplayer maps and writing detailed outsource documentation
- Technical tasks included undertaking world building, scene composition, material balancing and mesh work.
- Collaborating with different departments on execution of maps from block out to final stages

Environment Artist
Mar 2016

May 2015 –

Playground Games (Forza Horizon 3) – U.K.

KEY RESPONSIBILITIES & ACHIEVEMENTS

- Responsibility for implementing of Ground Cover using PBR workflow and working with references to create in game models.
- Undertaking research and development on improving existing workflows, asset creation and composition as well as liaising with leads and technical artists on improving existing workflows

EARLIER CAREER SUMMARY

Environment Artist (DriveClub) – Sony, Evolution Studios (U.K.)

Oct 2012 – Apr 2015

Modeller – Short Film 'Mila' (U.K.)

Jul 2011 – Dec 2011

General Sales Assistant – Matalan

July 2011 - Oct 2012

References available upon request.