

Yousef Alhaddad

Columbus, OH 43221 (Open to relocate/remote) | 313.312.7449 | yalhaddad3d@gmail.com | yousef-3d.com

WORK EXPERIENCE

Freelance 3D Artist

Self-Employed

May 2021 – Present

Remote

- Provide end-to-end 3D art services for clients in games, AR/VR, film, installation, and marketing.
- Specialize in asset creation, modeling, texturing, rigging, rendering, and pipeline problem-solving.

Lead 3D Artist

Made By Things

Sep 2022 – July 2024

Columbus, OH

- Led 3D asset pipeline for a variety of commercial, educational, and entertainment projects.
- Oversaw modeling, texturing, rigging, lighting, and rendering for clients including Zaner-Bloser/Highlights Magazine, Provide, Torani, Cedars-Sinai, Air Force Civilian Service, Arcadia.

Volume Capture Technical Director, Generalist

Eyeline Studios, powered by Netflix

Jan 2022 – Sep 2022

Los Angeles, CA

- Contributed volumetric capture work to major theatrical releases, including Aquaman and the Lost Kingdom (2023), The Flash (2023), and Black Adam (2022).
- Performed daily post-processing of volumetric assets, using Houdini to clean platform geometry and Mari to correct texture artifacts, while strictly adhering to Quality Control (QC) standards to ensure error-free deliveries to the VFX pipeline.
- Maintained organized file directory structures for large-scale capture datasets and assisted in writing technical guidelines, documenting step-by-step workflows for geometry cleanup and texture patching to support team efficiency.

CG Modeler

BUCK Design

Aug 2021 – Nov 2021

Los Angeles, CA

- Modeled, UVed, and textured high-fidelity low-poly environments for Apple Maps, consistently meeting rigorous topology constraints and project-specific style guides to ensure seamless integration into a real-time engine.
- Optimized complex environmental assets by balancing aesthetic quality with strict polygon budgets, utilizing efficient UV packing and PBR texturing workflows to maintain visual excellence within technical performance limits.

3D Artist

Made By Things

May 2021 – Aug 2021

Columbus, OH

- Executed the end-to-end character production pipeline—including modeling, rigging, and texturing—to create high-fidelity 3D assets optimized for both cinematic animation and digital marketing campaigns.
- Streamlined asset performance by performing advanced retopology and UV mapping, reducing poly-counts for engine efficiency while maintaining visual integrity for high-resolution promotional renders.

EDUCATION

M.S. in Finance

Boston University, Questrom School of Business, Boston, MA

Sep 2025 – Jun 2026

GPA: 3.73 · Directors' Honors

B.F.A. in Animation, Interactive Technology, Video Graphics, and Special Effects

Columbus College of Art & Design, Columbus, OH

August 2017 – May 2021

GPA: 3.80 · Summa cum laude

SKILLS

Technical Skills: 3D Modeling, Retopology, UV Mapping, Texturing, Look Development, Rendering, Lighting, Rigging, Grooming, Illustration, Pipeline Optimization, Python

Software: Maya, ZBrush, Substance Painter, Unreal Engine, Unity, Arnold, Redshift, Cinema4D, Blender, Marvelous Designer, Houdini, XGen, Topogun, Mari, Shotgrid, Photoshop, Illustrator, Premiere, After Effects, ComfyUI

Certifications: CGMA Visual Development and Art Direction Mentorship

Languages: Arabic (Native), English (Fluent)