

Ibrahim Wahab

DOB 09/05/1985

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Profile

In 2007 I graduated from the University of Salford with a 2:1 in BSc Computer and Videogames, specialising in 3D Art and Game Design. I am highly self-motivated and an excellent team player with a genuine passion for videogames and art, always striving to deliver a high standard of work and continually push myself as an artist.

At present, I am looking to gain industry experience working as a junior 3D Artist and hope to work alongside a successful development team to create visually immersive worlds for videogames.

Education

The University of Salford (2004 - 2007)
Crescent House, Salford, Greater Manchester, M5 4WT

BSc in Computer & Video Games
- Second Class Honours Division One

Employment History

Sony Computer Entertainment Europe (July 2010 - Present) Compatibility Tester
Wavertree Technology Park, Liverpool, L13 1HD

My current role involves testing games on the latest firmware updates for the PlayStation 3. I work as a part of team, playing through a wide variety of PS3 titles, identifying bugs, crosschecking across different versions of the console and writing up any issues that have been found.

Skills

- Creating environments and props
- High and low poly modelling
- Unwrapping and texturing
- Lighting, rendering and material editing
- Basic understanding of animation and rigging
- Capable of understanding a given art style and applying it to my work
- A very good eye for detail, colour and composition
- Self motivated and work well as a part of a team
- Good communication skills, both oral and written

Software

- Autodesk 3D Studio Max
- Adobe Photoshop
- Autodesk Mudbox
- Adobe Illustrator
- Adobe Dreamweaver

References

Available upon request