

Omar Abdulqader Alnahas

3D Artist

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Pofile

I'm passionate about creating immersive 3D assets for games and media, supported by a strong foundation in digital art and motion graphics. I combine technical problem-solving with artistic vision to produce clean, detailed, and realistic models, with a focus on both visual quality and real-time performance.

Education

Mansoura University
Computer Science

Expected Graduation: June 2026

Experience

Independent

2024 – Present

3D Artist

- Created high-quality 3D props and interior assets using Blender
- Built optimized assets for real-time engines (Unity & Unreal)
- Applied procedural texturing and efficient topology for game workflows

Independent

Dec 2020 – Present

Video Editor

- Produced 60+ motion videos for social media platforms edits
- Achieved 600+ hours of experience in Adobe After Effects
- Created motion graphics, compositing, and animation projects
- Used Cinema 4D and Red Giant plugins for advanced visuals

Projects

Ancient Egyptian Tomb Environment – IEEE Victories 4.0 Competition

Sep 2025

- Created a game-ready tomb environment centered around a maze gameplay concept
- Modeled and assembled environment assets inspired by ancient Egyptian architecture
- Designed layout and visual cues to support player navigation and engagement
- Contributed to a collaborative project, aligning environment design with gameplay goals

HireQuest VR – Immersive Interview Simulation Game

Oct 2025 - present

- Designed and developed realistic VR environments, including a boardroom and office workspace
- Created detailed environment and assets to achieve a cohesive and authentic visual style
- Modeled real-world Egyptian and international brand assets, enhancing realism and strengthening the user's connection to familiar, real-world environments
- Optimized assets and environments using low-poly techniques to ensure smooth performance on VR headsets
- Structured environments with a focus on scale, usability, and user experience in VR
- Contributed to building an immersive simulation replicating real interview scenarios

Skills

🔗 3D Tools: Blender, Zbrush (Beginner), Substance Painter (Beginner), Photoshop

🔗 Artistic Skills: Hard Surface Modeling, PBR Texturing & Material Creation, Lighting & Scene Composition, High-to-Low Poly Baking for Real-Time Optimization, Retopology & Clean Topology Practices