




# TAREQ AGHANNOU

character artist - animator

## CONTACT

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## RESUME

From Belgium, graduated in graphic design and on my third year working as a general artist making models, rigs, animations and video editing.

## SKILLS

3D modeling  
Character rigging  
Character animation  
Autodesk Maya  
Pixologic Zbrush  
Adobe Photoshop  
Adobe Illustrator  
Adobe After Effects  
Unity Engine  
Unreal Engine  
HTML/CSS/Javascript

## EDUCATION

Haute-École Albert Jacquard (HEAJ)  
Bachelor in Graphic Design  
Computer Games Development  
3D animation  
Graphic design

## LANGUAGES

French - Native  
English - Fluent  
Moroccan Dialect - Fluent  
Japanese - Conversational  
Dutch - Basics

## PROFESSIONAL EXPERIENCE

MINDFORCE GAME LAB (MAY 2022 - JUNE 2023)  
3D Artist

### Fig: A Playtient Journey - Android, iOS

- creating low and high poly 2D and 3D assets.
  - texturing, rigging and animating the main characters and props.
  - implementing the assets into Unity.
  - rendering scenes in Marmoset Toolbag 4 for marketing purpose.
- Software used: Zbrush, Maya, Unity Engine, Toolbag 4, Photoshop, Illustrator,

WALKING THE DOG (JUNE 2021 - SEPTEMBER 2021)

### 3D Rigging Artist

### Richard the Stork 2 - 3D Animation Movie

- rigging all types of different props that will be animated in the movie.
- Software used: Maya, Shotgun, Python

FROSTYFROGGS (OCTOBER 2020 - APRIL 2021)

### Freelance Character Artist

### Tiger Run 3D - Android, iOS

- sculpting, rigging and animating multiple characters in a cartoonish style for a mobile game. Most of the characters are animals such as birds, a turtle and a rhinoceros.
- Software used: Zbrush, 3D Coat, Maya, Photoshop, Unity Engine

ABSTRACTION (OCTOBER 2017 - MAY 2020)

### Junior Artist

### Soccer Kids: prototype

- making character concept, sculpting, rigging and animations
  - implementing the models and animations in Unreal Engine 4
- Software used: Photoshop, Maya, Zbrush, Unreal Engine 4

### SIL: prototype

- building multiple videos showing the concept and the idea of the prototype
  - creating character rigs and basic animations
  - creating a low-poly spaceship model and rigged it
- Software used: Photoshop, Illustrator, After Effects, Maya, Unreal Engine 4

### 8-Bit Anthology - PS4, Xbox One, Shadowgate - PS4

- creating the metadata as well as the physical game cover
  - creating the UI controller icons for both PS4, Xbox and Switch (Shadowgate)
  - working on commercial video trailers for Shadowgate
- Software used: Illustrator, Photoshop, Sony Vegas Pro

### Totally Reliable Delivery Service - PS4, Xbox One

- creating UI controller icons and layout for both PS4 and Xbox One
- Software used: Illustrator, Photoshop

### Participation

428: Shibuya Scramble - PS4 (editing pictures) SNK  
Heroines: Tag Team Frenzy - PC (controllers UI)

ABSTRACTION (FEBRUARY 2017 - AUGUST 2017)

### Artist Intern

### Citadel: Forged with Fire - PC

- fixing existing creatures animations and creating new ones
  - implementing the animations in Unreal Engine 4
- Software used: Maya, Unreal Engine 4

### ARK: Survival Evolved - Aberration Extension - PC

- creating two animations for both the main character and creature
- Software used: Maya