

# TALA ALKHALDI

## 3D ARTIST/DESIGNER

[www.talaalkhaldi.com](http://www.talaalkhaldi.com)

### CONTACT

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### EDUCATION

**Masters in Computational and Advanced Design**  
**UACEG/DesignMorphine**  
2023-2024

- Worked in a team of 3 to develop 6 projects
- 3D Modeled, lighting and texturing projects
- Learnt computational deployments using Grasshopper
- Built a Virtual Reality experience in Unreal

**Honours Bachelor of Arts**  
**University of Toronto**  
2016-2020

- Completed 2D animation, graphic design and business management classes
- Achieved award of Leadership
- Illustration work was published in University's newspaper

**Professional Certificate in 3D Animation**  
**Seneca College**  
2020-2021

- Completion of Rigging, Modeling, Texturing/lighting, Mel/Python Scripting and Animation classes.
- Achieved a high standing in overall classes
- Work has been exhibited in Seneca's annual end of year show

### LANGUAGES

English      Arabic

### PROFILE

Creative and detail-oriented graphic designer with 8+ years of diverse experience, including app design and billboard campaigns. Proven track record of translating client visions into impactful visual solutions. Skilled in 3D artistry and proficient in Adobe Creative Suite.

Software experience:



### WORK EXPERIENCE

#### 3D Virtual Reality Artist

ML56

2022-2024

- Animating non player characters for place settings
- Building materials and shaders in Unity
- Animating characters and creatures
- Worked on animating the Mascot for **Canadian Tire** as well as designing UI interface for a game
- Worked with the VR and programming team on a training simulation for **Bell**
- Completed UI designs for informational interfaces for a VR setting
- Designed and modeled assets

#### Freelance 3D Artist/Designer

MythsFuture

2016

- Experienced working for many clients for different purposes such as branding, logos, videos and motion graphics
- Made textures using Substance Painter Sculpting, animating and lighting 3D models for a client's YouTube brand
- Compositing images and designs for a client's clothing brand
- Building material shaders in Maya and Unreal Engine (UE) for projects to be sold

#### Lead 3D Artist/Animator

Muslim Kids Tv

2021

- Lead an animation team Animated a series and channel IDs
- 3D modeled characters from concept designs using Zbrush
- Retopologizing using Maya to make the characters production ready
- Building environments, making materials
- Animating camera shots using UE and Maya
- Drawing storyboards for animations

#### Graphic Designer

RT7 Incorporated

2019

- Designed promotional cards for clients using Adobe Illustrator
- Worked in a team to create commercial bumpers using After Effects
- Designed an application for iOS and Android using Adobe XD, which was published on the App Store and Google Play
- Made logos for clients to portray their brand