

BLEND ABDULLAH

3D/CG GENERALIST



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Vancouver, BC, Canada

www.blendabdullah.com

www.imdb.com

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Experience

I created and optimized realistic 3D environments, assets, lighting, and effects for real-time rendering on LED walls and in-camera VFX. I worked on content creation using Unreal Engine 4-5 and other 3D software. Also establishing a virtual production system from its inception, configuring computer nodes for the LED wall, harnessing potent GPUs and rendering hardware to handle virtual environments and CGI elements efficiently. Additionally, we synchronized multiple GPUs and implemented Genlock to ensure a uniform and consistent image display across the entire wall.

VP Unreal Engine Artist - Scarab Digital

Vancouver, BC - 2021 - 2023

- **World Building:** Designed and built a photorealistic sci-fi cityscape for a feature film using Unreal Engine, Optimized content for performance, quality, and scalability on an LED wall
- **Asset Modeling:** Design, model, and texture 3D assets like buildings, trees, rocks, furniture, and other objects that populate the environment.
- **Scene Composition:** Deciding how various elements within the environment fit together. This involves arranging objects, props, and structures to create visually appealing and functional scenes.
- **Terrain Design:** For outdoor environments, sculpt and texture the terrain, adding natural features like hills, valleys, and bodies of water to enhance realism.
- **Optimization:** Optimizing the environment assets to ensure smooth real-time performance, This includes creating LODs, reducing polygon counts, and optimizing textures.
- **nDisplay Setup:** Establishing a virtual camera synchronized with a physical camera for virtual production using nDisplay.

Motion Graphics Artist - Scarab Digital

Vancouver, BC - 2017 - 2021

I contributed to projects for renowned DC world TV shows like The Flash, Supergirl, Arrow, DC's Legends of Tomorrow, Charmed, as well as notable movies including Kim Possible, Sonic the Hedgehog (2020), and The Predator (2018).

- **Complex 3D FUI Designs:** In my role as a senior artist, I consistently undertook intricate projects involving the creation of visually stunning 3D structures and particle systems such as DNA scanners, body scans, 3D Earth, satellites, and cellular structures. These designs were tasked with representing advanced and complex technological systems, contributing to the narrative's believability, and captivating the audience by making the depicted technology feel genuinely real.
- **Screen State Transitions:** Demonstrated expertise in seamlessly integrating Loop-Transition-Loop FUI graphics.
- **Collaboration Strength:** Worked harmoniously with directors, producers, editors, and fellow artists to deliver top-tier motion graphics aligned with project aesthetics.
- www.scarabdigital.com

VFX / Comp Artist - Mark Sawers Production

Vancouver, BC - 2017

- Freelance Job on a short movie as a VFX / Comp artist on over 25 shots, matchmoving/ tracking Elements, applying invisible effects, replacing screens, and removing unwanted objects.

VFX / Comp - Motion Graphics Artist Box Company

Sulaymaniah, Iraq 2010 - 2017

I co-founded Box Company and led a team of graphic artists to create and edit visual effects and 3D animations used for advertising, TV commercials, and TV motion graphics. Using tools like Photoshop, After Effects, Adobe Premiere, 3ds Max, V-Ray Renderer, Boujou, SynthEyes, Foundry Nuke, and DaVinci Resolve, I successfully worked on diverse projects for various clients and genres, including sports, news, entertainment, and fashion.

- **Realistic FX:** Simulated realistic FX such as explosions, fireworks, smoke, and water for TV commercials compositing them on live-action footage using After Effects, Nuke, and other software.
 - **3D Motion Graphics:** Designed and animated 3D motion graphics (logos, idents, titles, and lower thirds) for TV channels using 3ds Max and After Effects.
 - **Tracking:** Matchmoved and tracked live-action footage, integrating 3D elements with Boujou and SynthEyes.
 - **Color Grading:** Edited and color graded video footage using Adobe Premiere and DaVinci Resolve.
 - **Compositing:** chroma keying, 2D and 3D tracking, rotoscoping, alpha channel manipulation, and matte painting, achieving photorealistic integration of diverse visual elements into a final composite.
 - **Co-Founder Responsibilities:** As one of the co-founders, I played an instrumental role in the establishment and growth of Box Company, a highly successful enterprise specializing in the creation of advertisements, commercials, and creative media. Our primary focus was consistently pushing the boundaries in both creative and technical aspects to elevate our quality standards and position the company as a leading force in the nationwide competition. In my time, Box Company became nationally recognized and respected in the industry. I was directly involved in the artistic direction of each project while overseeing a team of other graphic artists. I also gained creative and technical proficiency in advertising and media production.
- www.boxads.co

Training

2021

Hugo's Desk

Nuke compositing online course.

2018

Vancouver Film School

Introduction to Nuke - Tracking, Rotoscop, Paint Fix/Clean, Green Screen Keying, Matchmove.

Vancouver, BC

Education

2010

Humber College

Certificate of 3D Modeling And Visual Effects Production

Humber College Of Applied Arts and Technology Toronto, ON

2002 - 2007

Sulaimaniyah Fine Art

Bachelor

Bachelor of Fine Arts in Traditional drawing and painting

at Sulaimaniyah Fine Art Institute.

Sulaimaniyah, Iraq

Software Expertise

- Autodesk 3ds Max
 - Adobe (Substance 3D Painter - After Effects - Photoshop - Premiere)
 - Unreal Engine
 - Nuke
 - RealityCapture
 - DaVinci Resolve
 - Render Engine (Vray - Arnold)
 - Tracking (Syntheyes - Boujou - Mocha)
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Additional Skills

- **Photography Expertise:** Possess advanced knowledge of photography, color theory, and composition.
- **Camera Proficiency:** Extensive experience using a variety of camera systems, including Arri Alexa, Red camera, Canon DSLR, and Sony mirrorless cameras.
- **nDisplay Setup:** Expertise in establishing a virtual camera synchronized with a physical camera for virtual production using nDisplay. This involves complete configuration of both the real-world camera and the virtual camera to ensure precise alignment of settings, location, and scale with the LED wall.
- **Drone Operator:** Integrating drones in projects, such as building and customizing them with a special gimbal and GoPro for shooting videos and commercials. I have produced many successful projects in this capacity.

Extracurricular Projects

Project Lead on a Timelapse Photography

2015

- **Summary:** This project involved leading the creation of captivating timelapse sequences captured in various scenic locations using MRMC motion control rigs. The primary goal was to achieve seamless transitions in timelapse footage while the camera was in motion, enhancing the visual appeal of the final results. The final projects were used for a national news channel NRT TV.
- **Leadership:** As project leader, I collaborated with the executive to translate their vision into reality. I also organized a skilled team for the timelapse project, assigning tasks like location scouting, equipment management, power accessibility, and precise timing to capture time's passage effectively.
- **Equipment expertise:** Operated and configured MRMC motion control equipment. I also set up cameras and ensured their proper functioning throughout the shoots.
- **Post-Processing editing:** Executed post-processing tasks to refine and enhance the timelapse sequences.

Drone Operator and Post-Production Lead for "Roots" Documentary

2016

- **Summary:** The "Roots" documentary project delved into the lives and conditions of minorities in Iraq, particularly focusing on their resilience in a predominantly Muslim country. It also explored the religious practices of these minority communities. The primary aim of the project was to raise awareness about their unique experiences.
- **Drone Operator:** I was the primary operator responsible for capturing the majority of drone footage to provide compelling aerial perspectives.
- **Post-Production Lead:** I took charge of the entire post-production process, including video editing, color grading, special effects, and ensuring the final delivery met quality standards.