

# Ali Yassin

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## **DEMO REEL**

Link: <https://vimeo.com/413904859>

Password: Ali\_Yassin\_2020

## **EXPERIENCE**

### **Texturing, Shading, Dynamics, Lighting, Compositing Artist – *True Nowhere* | August 2019-Present**

- Led the effort on most departments for my MFA thesis project at AAU called *True Nowhere*

### **Staff Member – Teatime Animation Club at Academy of Art University | January 2018-Present**

- Lecturer for Teatime Animation at AAU, responsible for lectures on various topics in 3D art

### **Lead Shading, Lighting, and Compositing Artist – *Monsters in the Dark* | Mar 2018-Aug 2019**

- Led the effort on the above departments for Apollonia Thomaier's short 2D/3D film
- Won "Best 3D Animated Film" at Academy of Art's annual Spring Awards!
- Accepted at 3 film festivals!

### **Freelance CG Visualization Artist | June 2017-July 2019**

- Worked with Prof. Jeff Long's lab at UC Berkeley's Chemistry Department to visualize chemical processes in 3D for use in the lab's scientific papers

### **Lead Lighting Artist – *Sweet Friendship* | June 2018-August 2018**

- Contributed lighting and compositing work to Melanie Blanco's thesis film at AAU

### **Shading, Lighting, and Compositing Artist – *The Window* | October 2017-December 2017**

- Led the effort in shading, lighting, rendering, and compositing Elham Sepherjou's thesis film

### **Graduate Teaching Assistant – UC Berkeley Animation | August 2016-May 2017**

- Taught the advanced animation course offered at UC Berkeley, CNM190. Gave lectures on advanced topics and facilitated weekly guest lecture visits

### **Lead Instructor – UCBUGG at UC Berkeley | January 2015-May 2016**

- As a lead instructor, rebooted the curriculum, constructed a new website, redesigned course
- As an instructor (before lead), responsible for lectures, writing documentation, and course design

### **Student Volunteer – SIGGRAPH | August 2015**

- Volunteered as a student to help organize the annual SIGGRAPH conference

### **Project Manager/Producer | September 2014-May 2015**

- Led an 11-person team as Project Manager/Producer on a 3D short animated film, *Bandits*.
- *Bandits* was an official selection for the 2015 California Independent Film Festival and was screened at ILM. Link: <https://tinyurl.com/bandits-ucberkeley>

## **PROGRAM PROFICIENCIES:**

Autodesk Maya & Mudbox; Substance Painter & Designer; Mari; Nuke; PFTrack; Renderman; V-Ray; Unreal Engine 4; Adobe Premiere, Photoshop, and Aftereffects

## **3D PRODUCTION PIPELINE SPECIALTIES:**

Hard Surface Modeling; Texturing, Shading, Lighting; Rendering; Compositing; MEL and Python Scripting

## **EDUCATION**

**MFA - Visual Effects** – Texturing/Lighting Focus; Academy of Art University (August 2017 – May 2020)

**BA - Psychology**; University of California, Berkeley (2012-2016)