

SYED MUSHARAF

3D ARTIST | VIDEO EDITOR | CGI & VISUAL CONTENT SPECIALIST

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Portfolio: <https://syedworks.com/> | LinkedIn: <https://www.linkedin.com/in/syed-musharaf/>

PROFESSIONAL SUMMARY

3D Artist and Video Editor with 3+ years of experience across the UAE and India, combining CGI/3D production with end-to-end video editing and content delivery. Skilled in creating photorealistic models, exhibition visualizations, and game-ready assets, as well as editing and producing polished promotional and brand videos from concept through final delivery. Delivered work for global brands and organizations including Amazon, Abu Dhabi Police, Nissan, Geely, and Dodge Ram. This dual 3D + video skill set allows for full ownership of a visual project.

CORE SKILLS

3D Software: Autodesk Maya, ZBrush, Substance Painter, Unreal Engine

Video & Post-Production: Adobe Premiere Pro, After Effects, Photoshop, CGI Video Production, Motion Graphics

Specializations: 3D Modeling, PBR Texturing, Exhibition & Environment Design, Brand Activation Content, Promotional & Marketing Videos, Storyboarding, Game-Ready Asset Optimization

AI Tools: Google Veo, Midjourney, Claude, AI Prompt Engineering for Creative & Video Content

PROFESSIONAL EXPERIENCE

3D Event Designer (3D & Video Content Production) | January 2025 – April 2025

Marketing Eye — Dubai, UAE

- Designed and developed 3D exhibition stands, automotive experience centers, and event spaces for global automotive brands including Nissan, Geely, and Dodge Ram.
- Produced CGI video content and edited promotional/marketing videos for new vehicle launches and product showcase events.
- Created immersive brand activation environments and exhibition concepts, delivering both the 3D assets and final edited video content to align with brand guidelines and campaign deadlines.

3D Artist — CGI, Exhibition Visualization & Video Content | October 2023 – December 2024

Dots Lab — Abu Dhabi, UAE

- Created vehicle models and optimized props for game engines and CGI production, designed exhibition stands, retail spaces, and interactive environments for client campaigns.
- Developed CGI assets and produced rendered video content for government campaigns, including Abu Dhabi Police.
- Produced 3D assets using Autodesk Maya and Unreal Engine, then edited and delivered final visual content using Adobe Creative Suite, optimized for both real-time visualization and video playback.
- Collaborated closely with designers and marketers to consistently meet project deadlines across both 3D production and video delivery.

3D Artist | February 2022 – March 2023

Amazon Development Centre India — Bangalore

- Developed photorealistic product models and visual assets for Amazon's product catalogue using Maya, ZBrush, and Substance Painter.
- Maintained strict consistency with Amazon's quality and branding standards, collaborating with QA teams to ensure model and content accuracy.

EDUCATION

Bachelor of Arts in Multimedia & Animation

Vellore Institute of Technology, Vellore, India | 2019 – 2022 | GPA: 8.5