

> Who am I? (Personal summary)

A cinematic & gameplay animator seeking new opportunities.
An accomplished designer. An **award-winning filmmaker**.
All-in-all, over 13 years of collective professional experience.

> What tools do I use? (Technical skills)

Autodesk Maya, animBot, Blender, Adobe CC (Photoshop, Illustrator, Premiere Pro), DaVinci Resolve, GIMP, Inkscape, Figma, Atlassian (Confluence, Jira), Unity, Unreal Engine

> Where have I been? (Work experience)

Animator (Freelance) | Open Pixel Studios

Feb 2024 - Feb 2025

- Created 3D character animations (facial & pantomime) as well as prop and vehicle animations in Maya for external clients.

Animator (Volunteer) | Game Create Repeat

Jul 2021 - Feb 2022

- Produced nearly 20 keyframed 3D character animations (player character and NPC) in Blender for "[Fireflies & Figments: A Willow's Journey](#)", a vertical game slice built in Unity by an all-volunteer team and shipped within a single year.
- Gave and received feedback in bi-weekly sprint meetings and shot reviews, resulting in higher quality animations.

Animator (Freelance) | Pennantia Studios

Oct 2021 - Nov 2021

- Produced 3D character animations in Blender for an unannounced first-person shooter game built in Unreal Engine.

Experience Designer, Design Systems (Contract) | FM

Jul 2025 - Dec 2025

- Provided FM design system support, including animation token development and UI component auditing & refactoring.

Senior UX Designer | UX Designer | Fidelity Investments

Sep 2018 - May 2024

- Led strategic design vision across multiple Agile project teams for digital options research, analysis, and trading solutions.
- Supervised UX design and analysis of a core feature within a new fixed income portfolio product.

Visual Designer | Altisource

Jun 2017 - Aug 2018

- Produced high-fidelity wireframes and visual assets for digital real estate solutions.

Visual Designer (Contract) | Dassault Systèmes

Sep 2015 - Sep 2016

- Designed thousands of responsive icons and a design resource repository for SOLIDWORKS product UIs.
- Illustrated background images, profile avatars, and other assets for the "[Apps for Kids](#)" ecosystem of creativity apps.

Simulation Developer | Simudyne USA

Mar 2012 - May 2015

- Led the animation, UX design, visual design, and 3D modeling of interactive virtual simulations.

> What have I done in my spare time? (Personal projects)

Director & Animator | Personal short film

Feb 2024 - Aug 2025

- Directed and animated the short film "[If I must die - A Reading](#)", an animated reading of the poem originally written by late Palestinian professor and poet Dr. Refaat Alareer.
- Film presented with an **Honorary Award for Efforts in Social Filmmaking** by the [2025 Activists Without Borders Film Festival](#).

> What did I take out a bunch of student loans for? (Education)

Certificate, Character Animation | Animation Mentor

Sep 2017 - Dec 2018

B.S. Interactive Media and Game Development, Art Concentration | Worcester Polytechnic Institute

Aug 2007 - Feb 2012