JAFFAR ABDUL-MAJEED

2D/3D Production Artist | Visual Content Creator

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PROFESSIONAL SUMMARY

2D/3D Production Artist and Visual Content Creator with 3 years of professional production experience, specializing in 3D modeling, product visualization, game-ready environment art, photography, and videography. Skilled in Maya, Blender, Unreal Engine, and Substance, with a photographer's eye for cinematic lighting, composition, and color grading. Takes assets from first model through to polished final delivery.

PROFESSIONAL EXPERIENCE

2D/3D Production Artist | **Renoworks** Oct 2023 – Oct 2026

- Produced and managed hundreds of assets and product libraries for web-based visualization tools, from manufacturer-supplied imagery to accurate siding, roofing, and exterior material assets.
- Modeled kitchen cabinetry components and hardware in Maya and Blender; rendered transparent product images for kitchen scenes.
- Created kitchen finish and layout variations while maintaining visual consistency, and resolved asset issues through a production ticket workflow.

3D Environment Artist | **IMU Studios (Remote)** Aug 2021 – Feb 2022

- Built 50+ game-ready assets from concept art, maintaining scale, texel density, and texture quality.
- Designed a reusable modular asset kit used across 15 game levels, reducing asset creation time.
- Optimized textures and trim sheets for real-time performance without compromising visual quality; contributed to weekly team feedback sessions.

PHOTOGRAPHY & VIDEOGRAPHY

Photographer & Videographer | **JoyCapture** | **Self-Employed** Present

- Produce family and individual portraits, event coverage, and promotional photography using purposeful composition, professional lighting, and visual storytelling.
- Plan, film, and edit promotional videos for businesses and restaurants, handling lighting setups, cinematic framing, color grading, retouching, and final delivery for digital platforms.

SELECTED 3D PROJECTS

- **CG125**: hero asset motorcycle, artstation.com/artwork/rJ1Xo6
- **Alleyway**: modular environment, artstation.com/artwork/KO1D6W
- **Jewelry Store**: modular environment, vimeo.com/568868592
- **Backgammon Table**: prop, artstation.com/artwork/ob5QZJ

TECHNICAL SKILLS

3D & production: Maya, Blender, Unreal Engine, Photoshop, Substance Painter/Designer, PBR texturing, UV unwrapping, trim sheets, hard-surface modeling, rendering, product visualization.

Photo & video: Cinematic lighting, studio and natural-light setups, color grading, color correction, visual storytelling, composition, video editing, photo retouching, Premiere Pro, After Effects, DaVinci Resolve.

EDUCATION

Diploma, 3D Modeling, Animation & Design | **VCAD, Calgary** 2019 – 2021