

Waqas Majeed
Digital Artist & Game Designer
Portfolio: www.waqasmajeed.com

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Career Profile

I have been creating 3D Assets for games for the past 5+ years and designing games since 2016. I have created and launched games working both in prominent studios and also as an Independent developer with an International team.

As a game designer who understands different approach to solving problems in games from both artists and programmers, I enjoy facilitating and sharing vision between artist and the programmers to make sure the idea comes to life in it's best form.

Career Highlights

- My recent project 'Ellen - Pixel Art Horror Game' was launched in Feb, 2019 on Steam, PlayStation, Xbox and Nintendo Switch.
- At PixelBug, I worked as a Technical Artist and we created an Augmented Reality Kids Coloring app 'Colorbug' which won 1st prize of \$50,000 from MIT in Kuwait.
- My first Independent VR Storytelling Experience 'Deer Man' was Greenlit on Steam in just 11 days and was launched in 2016.

Professional Experience

Red Mount Media Intl. Lahore, Pakistan **2017 - 2019**

The company focused on creating it's own AR & VR products and games.

Title: Digital Artist & Game Designer

- Craft new ideas & share it's vision with the team.
- I created and was responsible for approving both the 2D & 3D assets from the team.
- By being a bridge, I made sure the artists and programmers were aligned to the vision of the project.

BUT Interactive Media Company. Dubai, U.A.E **2017**

Provides cross-media creative solutions for the corporate and industrial world.

Title: Digital Artist

- Followed provided project briefs from clients to create 2D & 3D assets.
- Optimize and setup the experience in Unity 3D for the programmers.

Independent Projects **2015 - 2016**

Project: Deer Man - VR Storytelling Experience

Title: Digital Artist & Project Lead

- Story, Assets & Level Design.
- Optimizing the assets & level for both Oculus & HTC Vive.

Project: Learno - AR & VR Educational Mobile App

Title: Digital Artist, Project Lead & Experience Designer

- Explored educational topics and curated experiences for both AR & VR.
- Created 2D & 3D Assets.
- Designed intuitive and gamefied educational topics for Google cardboard.
- I presented Learno at different educational institutions and designed practical experiences for students.

PixelBug. Dubai, UAE

2014 - 2015

Pixelbug is an award-winning, VC-backed augmented reality company. Using their very own technology, they merge the physical with the digital to empower and engage.

Projects:

Colorbug - AR Coloring Book

Nesquik (Nestle) - Quicky's World Mobile Game

Title: Digital & Technical Artist

- Created Digital 2D & 3D Assets.
- Level Design.
- Created Textures & Realistic Materials.
- Optimized & Quality Assured apps to run on both iOS & Android.

Face to Face Advertising. Dubai, U.A.E

2011 - 2013

Title: Digital Artist & Web Developer

At F2F the company realize innovative ideas across all media channels for clients and brands around the world.

Title: Digital & Motion Graphics

- Created motion graphics for LED & Web
- Edited videos for social media campaigns.
- Created and embedded Flash banners on different advertising fronts.

Skills

Blender 3D, 3D Max, Unity 3D, Substance Painter, Photoshop, Illustrator, After Effects, PyxelEdit, Audacity

Spoken Languages: Urdu, English, Spanish

Education

2010 - Bachelors in Animation, SAE (Middlesex - Dubai Campus)

Interests

Cycling, Reading books, Playing video games, Basketball