

# Ahed Khatib

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## Work Experience:

### **Contract Artist, SuperGenius** (Oct 2015 – Nov 2015)

- Asset rendering

### **Contract Artist, Present Creative** (Aug 2015)

- Environment render

### **Contract Artist, Blue Shell games** (Feb 2014 – June 2014)

- Background environments
- Environment mock-ups
- Asset mock-ups

### **Contract Artist, Present Creative** (Jan 2014)

- Background environment

### **2d Artist, Twist Education** (Jan 2011 – May 2012)

- Environment concepts
- UI design
- Brochures and other marketing material

### **Contract Artist, Present Creative** (Apr 2010 – May 2010)

- Plot scene illustrations

### **Contract Artist, Present Creative** (Aug 2009 – Sep 2009)

- Icon design

### **Contract Artist, Timegate Studios** (Apr 2008)

- Environment concepts
- Character concepts

### **Art Intern, Nihilistic Software** (Sept 2007 – Feb 2008)

- Characters, environments and prop concepts
- Environment paint-overs
- Mood paintings

## Shipped Titles:

- **Legend of the Copper Scrolls** (Blue Shell games)
- **Lemonocity** (Twist Education)
- **Vector Tracker** (Twist Education)
- **Zombeezy Slasher** (Twist Education)
- **Mafia Wars** (Present Creative)
- **Zombie Apocalypse** (Nihilistic Software)

**Education:** BFA, Illustration, Academy of Art University, 2008

**Skills:** Environment/Character/Prop concepts, Storyboards, Icons, Promotional art

**Software:** Adobe suite, Corel Painter, 3ds Max, Zbrush, Sketchup, Mudbox