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CV

Introduction

I'm an educated computer graphics artist specialized in 3D, post-production and programming for computer games. I also have experience in design for print and for the web. I studied computer graphics at Luleå Technical University, a very broad education within 3D and special effects for both games and film. There I learned to create art in traditional media, anatomy and composition, in addition to the more technical aspects of computer graphics.

I have a specialty in usability and user experience design, especially in the more aesthetic side of things.

My other interests are computers and technical know-how and I believe that my skill-set mirrors my interests well and I'm always dedicated to improving myself.

Work experience

- **Consultant at Sigma IT Consulting**

At Sigma ITC I have taken advantage of my broad skill set to fill in a variety of roles and assignments. I have had to do of everything from being a test specialist, to server and code maintenance, to a software developer. My latest assignment is in UX design, a role I'm very happy to explore and grow into.

- **Junior game tester at Ubisoft Massive on Tom Clancy's The Division - 2015**

At Massive I worked as a game tester on Tom Clancy's the Division. My tasks were to test the functionality of the game on PC, Xbox One, and PlayStation 4. If the software was not functioning as intended or a general bug was found, my task was to write a complete report with reproduction steps in the bug-tracking software JIRA.

- **Video-game Localization Tester at Triple A Testing - 2014**

At Triple A Testing my responsibilities were to test the quality of the Swedish translation on a triple A game. My tasks also included playing through the game and writing bug reports concerning all other parts of the game.

- **Level designer, technical artist, modeller at VHM EF 2011 - 2013**

At VHM I worked on two projects. One is a historical project where we recreate the city of Malmö from 1692 based on accurate documentation on every building in Malmö from the late baroque era. My main responsibilities have been the lighting and designing the terrain around the buildings. I also modelled characters and animals.

The other project was creating an interactive display for the newly-built synchrotron MAX IV in Lund. I was responsible for creating for all of the rendered footage. I did the modelling, the texturing, the lighting and rendering for the entire project.

- **Web-master, esports organiser at MEGA (formerly Terebi Ge-mu)**

2010 – current, board member 2010, 2013 and 2015

At the non-profit organisation Terebi Ge-mu I've acted as web-master and web-designer since 2010 and around 2011 acted as the de facto e-sports organiser. My job has been to keep the website running smoothly and to organise and administer tournaments in mainly fighting-games.

I also act as a technician for live-streaming our tournaments and gaming sessions. A much appreciated service.

- **Web-designer, internship at Swemedia**

April 2010 – July 2010

My assignments as a junior web-designer were making small animated advertising banners, design static websites for clients and various minor design work.

Other Experience

- **Stream Technician at Headstomper, video game tournament**

I am responsible for live-streaming the largest exclusive fighting game tournament in Scandinavia. I am tasked with setting up equipment for live-streaming to the internet and into the venue (O'Leary's Entré Malmö) for both local and online spectators. This includes setting up assorted cameras for the players, the spectators and commentators. It is also my responsibility to set up a booth for the commentators.

This needs to be running reliably for the duration of the event, whilst at the same time I need to quickly switch between games and the different video game consoles that accompany them.

- **Environment, GUI and miscellaneous artist on Conquer the Hood, Specialization Project**

Nominated by Swedish Game Awards 2009 for Best Execution and winner of the Gamer's Choice category

I worked on the game project Conquer the Hood together with a group of schoolmates as my specialization subject within computer graphics. My schoolmates and I decided on making a real-time strategy (RTS) game, a very challenging

genre within game production. The project group consisted of a mix between graphics students and programming students. My assignments were to create 3D-objects for the environment, such as different types of houses, lampposts and other miscellaneous props. I worked mainly in Maya and Photoshop. My other responsibilities were creating promotional materials and parts of the GUI. I was also responsible for tool expertise and shaders.

We delivered on time, first to LTU and then also for Swedish Game Awards. Swedish Game Awards is a contest for games created by students.

Education

- **Android App Development at Informator, Malmö**

A week-long course where I studied making apps for Android from start to finish. The course went through the basics, such as setup of the environment for development all the way to making complex apps with intricate design and publishing them on Google Play Store.

- **Computer graphics at Luleå Technical University
2005 – 2009**

An education for 3D in games and film, but also special effects and post-production. A very broad education within art and design. We studied everything from art theory and anatomy to technical know-how in specific software such as Autodesk Maya, Adobe Photoshop and Eyeon Fusion. The programme had a strong focus on independent work, but also on work within groups and projects.

- **Summer course in Concept Art online course at Gotland University**

An online course with the goal of creating your own world, populate it with characters and environments. Everything were to be drawn and painted, for it to then be presented in a professional manner at the end of the course.

- **1 school-year Application Development at Lernia (KY)
2004 – 2005**

At Lernia I studied programming theory and the programming languages Visual Basic, Java and SQL. We also studied project theory and management which we then put into practice. My time there gave me valuable experiences, particularly in project operation.

- **3-year Swedish gymnasium education at Pauli Gymnasium, Malmö, Natural Sciences with focus in Computer Science and Mathematics
2001 – 2004**

Naturvetenskap, inriktning Matematik och Datavetenskap.

Skills

- Very proficient in Adobe Photoshop, Autodesk Maya (3D suite) and Eyeon Fusion (post-production suite).

- Proficient with scripting in Unity3D. Very familiar with IDE's such as Visual Studio, Android Studio and MonoDevelop. Very familiar with bug-tracking software such as JIRA.
- Moderately proficient in Adobe Dreamweaver (web-design suite), Adobe Premier Pro, Inkscape (open-source vector graphics application) and Adobe Illustrator.
- Limited proficiency in Pixologic Zbrush (high-poly modelling), Autodesk Mudbox (high poly modelling), Autodesk 3ds Max, Eclipse IDE (Java-programming suite) and Microsoft Visual Studio.
- Programming skills, C#, Java, Android development, C++ and SQL
- Very proficient scripting skills in HTML, CSS, Python and PHP.
- Highly knowledgeable with computers. I have very in-depth knowledge in hardware and proficient with office software such as LibreOffice and MS Office. Have also extensive and in-depth experience with Linux, Apache and MySQL.
- Experience in design with good sense for composition and colour.
- Strong concept and drawing skills.
- I speak and write English and Swedish fluently. Strong communication skills in either language.

References

[Contact me](#) for references.

About me

As a person I'm passionate, always honest and always willing to learn. My greatest goal in life is to learn new things and in that way, develop as a person. I always try to see things from new perspectives and I find joy in finding creative solutions to problems. Define a goal for me and I will work independently to get there.

My friends and colleagues describe me as intelligent, honest and competent and I believe I live up to that image if given the chance.

What motivates me is seeing results quickly. Nothing is as motivating as watching a project progressing with milestones with clear results. I prefer that in larger projects, there are shorter milestones with clearly defined goals. Working in groups and projects is preferable.

Hobbies and Free Time

The cultural media I devote the best part of my free time to are video and computer games. I play games not just because they are fun, but also because I think they are interesting.

In the past five or six years I've been active in the non-profit association Terebi Ge-mu in Malmö. Terebi Ge-mu is an association that works to promote video games as culture and in 2010 I was elected as a board-member and I took over the responsibility for their website, a responsibility I've kept ever since.

As of circa 2011 I have been co-responsible for the e-sports and fighting games section of Terebi Ge-mu, organising and administering tournaments in Street Fighter, Tekken and other such games. I was elected as a board member again in 2013.

I'm also responsible as a technician for live-streaming our endeavours online. An appreciated service.

My interest in interactive media doesn't exclude a more broad interest for culture. I like to watch and study film and I read books. I have a very deep interest in science and history as well.

My other hobbies are drawing and painting, because I feel it is important to be creative and I also write fiction, mainly world creation and settings. I also play a little bass-guitar as another creative outlet.