



Abdalrahman Saad

Junior Technical Artist | Houdini /
Procedural Workflow/ Game
Development

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Amman, Jordan

Egyptian

SUMMARY

Passionate 3D and Technical Art enthusiast since the age of 14. Currently focused on becoming a **Technical Artist**, with a particular interest in **Houdini**, **procedural workflows**, **Houdini Digital Assets (HDAs)**, **simulations**, and the **technical foundations of 3D geometry**.

Experienced with a range of 3D software including **Blender**, **Maya**, **3ds Max**, **Cinema 4D**, **ZBrush**, **Houdini**, and **3D-Coat**, with Maya currently being my primary general-purpose 3D software and Houdini being my main area of specialization and long-term career focus and study.

I also have a foundation in programming and object-oriented programming, with experience using **C#**, **C++**, and **Python**, as well as practical exposure to **Unity** and **Unreal Engine**. I am particularly interested in the intersection of programming, procedural generation, 3D graphics, and game development.

EXPERIENCE

TECHNICAL ART & 3D SKILLS

Houdini

- Procedural workflows
- Houdini Digital Assets (HDAs)
- Rigid body and vellum Simulation workflows
- Studying geometry and 3D processes at a technical and low-level

3D Modeling & Content Creation

- General knowledge of hard-surface and box modeling workflows
- Environment layout and general asset creation
- Scene blockout and layout
- Scene set dressing and composition
- Basic understanding of production workflows for games and film

Software

- Maya · Primary general 3D software
- Houdini — Main specialization
- Blender · Basics
- Autodesk 3ds Max — Basics
- Cinema 4D — Basics
- ZBrush — Basics
- 3D-Coat — Basics

Environment / Film Production

- Environment creation workflows like using world creator and gaea for terrain generation
- Scene blockout using Maya
- Arnold rendering
- basic asset detailing using ZBrush and 3D-Coat
- Rock, wood, and natural environment asset workflows

- Basic scene set dressing using Clarisse

GAME DEVELOPMENT

Unreal Engine

- Scene layout and environment setup
- General Blueprint workflow
- Interest in procedural content and technical art integration within Unreal Engine like PCG

Unity

- Experience creating basic gameplay systems using C#
- 2D and 3D gameplay scripting
- Player movement systems
- Basic health systems
- General understanding of Unity workflows through university coursework

PROGRAMMING

C++

- Built programming fundamentals using C++
- Understanding of fundamental programming concepts
- Used C++ as a foundation for understanding lower-level programming concepts

C#

- Basic gameplay scripting in Unity
- Object-oriented programming
- Classes, objects, methods, functions, arrays, loops, conditionals
- Building simple gameplay systems and interacting with Unity components

Python

- Familiarity with Python syntax and programming fundamentals
- Interested in using Python for procedural and technical-art workflows

Programming Fundamentals

- Variables and data types
- Conditional statements
- Loops
- Functions and methods
- Arrays
- Classes and objects
- Object-oriented programming
- Basic problem solving and algorithmic thinking

EDUCATION

Multimedia Technology

2024 - 2026

Al-Zaytoonah University of Jordan - Bachelor's degree

LANGUAGES

Arabic

Native

English

Intermediate