

Tariq Elguindi

3D Artist

Orlando, Florida | (754) 208-8833 | Tariqelguindiart@gmail.com

<https://www.linkedin.com/in/Tariq-Elguindi> | https://tariq_elguindi.artstation.com

Professional Summary

Passionate and detail-oriented 3D Artist with 2+ years of experience in creating 3D models. Proficient in Autodesk Maya and Unreal Engine 5. Highly skilled in the 3D asset production pipeline with experience in topology optimization, UV mapping, and texturing. Committed to delivering high-quality work while continuously refining skills and growing as a 3D artist.

Skills

- Hard-Surface Modeling
- Game Asset Creation
- PBR Texturing
- High-Low Res Baking
- UV Mapping
- Automotive Modeling
- Environment Creation
- Topology Optimization
- Trim Sheet Creation
- Unreal Engine Integration
- Unreal Engine 5
- Autodesk Maya
- Substance 3D Painter
- Twin Motion
- Substance 3D Stager

Experience

Associate Set Dresser

November 2025 – Present

Universal Orlando Resort, Art & Design – Orlando, Florida

- Assisted in the deconstruction of themed sets throughout the Universal Orlando Resort.
- Handled props and set pieces from Halloween Horror Nights and prepped them for storage.

3D Game Artist Intern

September 2025 – November 2025

Tideturners – Orlando, Florida

- Created Game Ready assets in Autodesk Maya for Unreal Engine.
- Modeled high poly meshes to bake details onto low poly models.
- Textured the assets to match the art direction of the production and mood board.
- Troubleshooted the newly assets in Unreal Engine to ensure quality of textures and modeling.

Unreal Engine XR Jam Winner – Inspection Detection

June 1st, 2025

Lost Jenny – Orlando, Florida

- Worked with 6 other members of a team to create a game alpha within a 2 Day period.
- Crafted all the Models seen in the game using Autodesk Maya from references gathered online.
- Textured all in game models with a total of 4 trim sheets created in Substance 3D Painter.

3D Game Artist

January 2025 – March 2025

2T Studios – Orlando, Florida

- Produced Game ready assets created in Autodesk Maya for an unannounced project. Communicated with leadership to spearhead production of High-res models used to bake details on Game-res meshes.
- Developed 15+ Meshes using concept art provided by the studio as references.
- Formulated an optimized UV layout to maximize texel density for Game-res assets to produce stunning detail while simultaneously reducing processing power required for smooth gameplay.
- Designed unique textures for each individual prop using Substance 3D Painter.
- Streamlined seamless integration of all 15+ 3D props from Maya to Unreal Engine 5. Exported Meshes and textures into multiple levels and blueprints.

Education

Bachelor of Science in Game Art (B.S.)

March 2025

Full Sail University, Winter Park, Florida

- Recipient of the Advance achiever award.