RASHED KHALIFA
GAME DESIGNER / 3D MODELER

I am a game designer with strong 3D modeling passion, focused on building complete gameplay experiences from concept to playable prototype. My work combines game design fundamentals with hands-on asset creation and implementation.

Contact

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https://rashedkhalifa.com

Education

2025
Bachelor of Game Design
UNIVERSITI TUNKU ABDUL RAHMAN, Malaysia

2021
Bachelor in Naval Architecture and Ocean Engineering
DALIAN UNIVERSITY OF TECHNOLOGY, China

Languages

English	Native
Arabic	Native
Chinese	Intermediate
Tagalog	Basic
Malay	Basic

Reference

Dr. Carmen Nge Siew Mun (Professor)
Email: ngesm@utar.edu.my

Ms. Dana Krystle (Artist)
Email: danakhalifa@live.com

Experience

May 2024- Sep 2024
METTLER TOLEDO

Video Editor
- Gained comprehensive insights into the video editing process within a professional environment at Mettler Toledo.
- Edited and created short videos using pre-shot processed footage to produce engaging teasers for social media and various digital platforms.
- Utilized Mettler Toledo's translation tools and AI technology to generate accurate transcripts for videos.
- Collaborated with Marketing Operations (MOs) for proofreading and ensuring the quality and accuracy of video content.
- Explored and utilized innovative platforms and tools to support and enhance video production efforts.

Feb 2022 - April 2023

Social Media & Sales Manager
- Managed social media of artists including social media accounts, websites, portfolios, and sales accounts.
- Handled the communication with customers including enquiries, sales updates, and complaints.

Jul 2019 - Jan 2020
Daguangming Print Shop

Customer Service
- Managed orders and customer payments.
- Addressed customer inquiries and resolved complaints.
- Assisted customers with a range of requests, from printing to student services, devices use, and assignment support.
- Leveraged skills in English, Mandarin, and Arabic to communicate with diverse customer base.

Technical Skills

Game Design & Development
Unity , Unreal engine 5, C#, GitHub.

3D & Visual Design | Multimedia Editing
3ds max, Blender, Photoshop, Illustrator, Adobe Substance, Adobe premiere, Adobe lightroom, Houdini, DaVinci resolve, Audacity, FL studios.

General Skills
Microsoft Office and Google Workspace, basic networking, basic communication platforms E.G. Microsoft teams, etc..