YACINE ADALLAL

3D Artist

📞 🟢 🎛️ WhatsApp +971 56 56 59 044 | ✉️ yacinedelucia@gmail.com
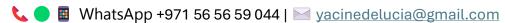
🌍 https://Yacine-Adallal.art

PROFESSIONAL EXPERIENCE

Marketing Coordinator & Executive | KOJ (for LEGO) *Full time*

Dubai -Saudi Arabia (KSA) | December 2023 – Present

- Create high quality Videos for Monthly LEGO Products Promotions.

- Collaborate with cross-functional teams to ensure seamless execution of campaigns aligned with LEGO's brand identity.

- Analyse market trends and performance data to refine marketing approaches, increasing brand awareness and revenue.

VFX Artist | Nested VFX

Dubai, UAE | 2023 October-December (freelance)

- Developed visual effects for commercials and short films, including high-profile projects for DAMAC Properties.

- Collaborated closely with directors to integrate CGI and VFX into live-action footage, ensuring high-quality results.

3D Generalist | PIXSTAR (formerly Preview Prod) *Full time*.

Casablanca, Morocco | 2019 – 2023

- **modelling, rigging, texturing, and animation** for films, advertisements, and corporate media.

- Developing high-quality **models and animations** for commercial projects.

- Creating **optimized 3D assets** for real-time applications and cinematic rendering.

3D Generalist | Preview Prod

Casablanca, Morocco Full time | 2008 – 2019

- Design **3D models and animations** for various projects, including TV commercials and corporate videos.

- Character Modelling, Texturing, Rigging, Skinning, Animation, and rendering for short TV ads. (Pepito ,Dalaa & more)

VFX Artist | ALI'N Productions (Nabil Ayouch)

Casablanca, Morocco Full time | 2006 – 2008

- Created **visual effects** for films directed by renowned Moroccan filmmaker **Nabil Ayouch**.

- Worked on post-production tasks, including **compositing, rotoscoping, Camera Tracking and CGI integration.**

EDUCATION

- **The Gnomon Workshop** -Online training *(2005 – 2006)*

  - Various online courses on **Organic & Hard Surface modelling, texturing, and rendering**.

- **Digital Tutors** Online training *(2005 – 2006)*

  - Various online courses on **animation, rigging, and simulation**.

- **University Diploma of General Studies (DEUG) in Mathematics, Computer Science, and Applications to Science**
  University of Toulouse III – Paul Sabatier, France | 2003

- **High School Diploma in Experimental Science (with Honors)**
  Al TAJDID High School, Morocco | 1999

- **Advanced Level 3 in English**
  American Language Centre, Morocco | 1997

SKILLS

3D & VFX Software

- Blender

- Softimage XSI

- Adaptable to **3ds Max, Maya, Houdini, and Cinema 4D**

Adobe Creative Suite

- Adobe Photoshop

- Adobe Illustrator

- Adobe After Effects

Core Expertise

- **3D modelling** (Hard Surface & Organic)

- **Rigging & Character Animation**

- **Texturing, Shading, Lighting & Rendering**

- **Compositing & VFX**

- **Motion Design & 2D Animation**