



MAYAR GHALY

CHARACTER ARTIST & ANIMATOR

US based award winning character & animation artist with 10+ years of experience creating characters & animations for web, TV & games featured in North America, Europe & the Middle East.

Open to relocate for the right opportunity.

RELEVANT WORK EXPERIENCE

2017 - Current Founder & Project Manager

Creative Groove LLC - Atlanta, GA

- Produce custom 2D & 3D animations using industry standard software including Maya, Substance Painter, ToonBoom, Photoshop & After Effects in line with production schedules & budget
 - Design & model 3D characters, props & environments
 - Set up model sheets, UV maps & texture files for 3D models
 - Illustrate comic books aligned with client's style needs, color scheme & page layout
- Clients include: *Warner Media, FishEggs TV, Blackburn Institute at the University of Alabama, E-Cell Secure LLC, Altect Inc, Ann Arbor SPARK,, CHARM for US Veterans*

2021 - 2022 Project Manager

My Animation Life - Atlanta, GA

- Closely collaborated with Netflix Talent Acquisition & department leads to expand business development
- Cultivated client relationships by consulting with independent filmmakers
- Grew 1000+ artists database & matched them with suitable company projects

2011 - 2017 Freelance Artist

- Collaborated with startups to create commercials, motion graphics & games
- Designed characters, props & environments
- Created 2D & 3D animated assets
- Illustrated storyboards, animatics & set up previs shots

2015 - 2016 Animator

5D Agency - Cairo, Egypt

- Designed characters, environments & props
- Modeled & painted textures for 3D characters, assets & environments
- Created 2D & 3D animations for games & social media
- Illustrated storyboards & animatics

Notable clients include: *Coca-Cola, Nestlé, Vodafone, Rise Up Cairo 2015, World Wildlife, Foundation, Qatar Ministry of Tourism, Expo Milano 2015*

2012 - 2013 Junior Architect

Modern Construction - Cairo, Egypt

Created 3D visualizations for custom residential properties in Egypt & the Middle East

EDUCATION

2017 3D Character Animation Workshop - *iAnimate*

Completed advanced body mechanics workshops for feature film

2014 Diploma in Digital Character Animation - *Vancouver Film School*

Created animated 3D short "[Fishing Trip](#)"

2012 Bachelor's Degree in Architecture Engineering - *British University in Egypt*

Upper Second Class Degree (B+ Equivalent)

CONTACT & PORTFOLIO

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TECHNICAL SKILLS

Character Design
Environment Design
Concept Art
Illustration
Visual Development
Comic Book Illustration
Digital Painting
Model Sheets
Puppet Animation
Character Animation
3D Modeling
3D Sculpting
UV & Texturing
Virtual & Augmented Reality

SOFTWARE

Autodesk Maya
Adobe Photoshop
Adobe After Effects
Autodesk 3ds Max
Zbrush
Adobe Substance Painter
Unreal
ToonBoom Harmony
Procreate
Microsoft Office Suite
Airtable
Slack

SOFT SKILLS

Creative Thinker
Good Communicator
Proactive Learner
Attention to Detail
Resourceful
Team Player
Problem Solver
Self Motivated

LANGUAGES

English
Arabic