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Links: [Portfolio](#), [LinkedIn](#)

Jad Deeb

Real-Time Technical Artist

ABOUT ME

Motivated and professional Real-time technical artist / programmer with a strong knowledge of Unreal Engine and Houdini. An achievement driven individual who has experience in both realtime and offline rendering, with an eye for problem solving and quality.

COMPUTER SKILLS

Unreal Engine 5/4, Unity, Essence Editor.
C#, C++, Python, HLSL, GLSL, JavaScript, Lua, XAML, HTML, CSS.
Python : PyQt, PySide, bpy, hou, regex
Maya, Zbrush, Blender, Substance Painter/Designer, Houdini, EmberGen.
Adobe Photoshop, Lightroom, Illustrator, After Effects and Premiere.
RealityCapture, Substance Alchemist.
Brainstorm InfinitySet, Disguise, TouchDesigner, OSC Library.
Perforce, Plastic, Git.

WORK EXPERIENCE

Jin&Jaw LTD – Director (2023 - present) Maidstone, Uk

- Clients : ColdSymmetry, LocationXR
- Tech art consultancy services

Omeda Studios – Senior Technical Artist (2022 - present) Maidstone, Uk

- UE4 UI Technical art, SMeshWidget Implementation and material pipeline overhaul.
- VFX Pipeline overhaul, conversion from Cascade to Niagara.
- Performance profiling using RenderDoc, UnrealInsights, and Razor Gpu/Cpu for Pc and PS4/PS5
- Mentoring and supporting the VFX team, setting performance budget limits.

CLIMAX STUDIOS – Technical Artist (2021) Portsmouth, Uk

- HLSL shader authoring.
- Large scale optimization.
- VFX implementation in Essence Editor with Lua.
- UI tech art using Blend for visual studio, XAML + C#
- Python tool development.
- Pyro sims with EmberGen.
- Investigating and documenting a third party engine.
- Supporting and mentoring team members.

dandelion + burdock. – Senior VFX Technical Artist (2021 - contract) London, Uk

- Niagara systems authoring for ue4.
- Scene optimization and bug tracking.
- Blueprint event system setup.

MOOV LTD – Technical Artist (2021) London, Uk

- Asset optimization for game ready assets.
- Master material authoring.
- Unreal Engine editor tools and automation (Utility Widgets).
- Lighting and lighting optimization.
- Scene optimization and bug tracking.

D'monics Studio – Art Director (2020) London, Uk

- Closely leading and managing team of 12
- Gameplay Blueprint and C++ programming
- Developing plugins in Python for blender
- Level design and lighting

EDUCATION

BA(Hons) - 3D Games & Animation (2018-2021)

University of Middlesex, Hendon – United Kingdom

IFP - Computer Science (2017)

University of Kent, Canterbury – United Kingdom

Lebanese Bac I and II - General Sciences (2003-2017)

Rawdat El Fayhaa Sec. School, Tripoli – Lebanon

LANGUAGES

Fluent in English, French and Arabic in the Oral as well as a Written manner

TRAINING & EXTRA-CURRICULAR ACTIVITIES

Training: Red Cross general training – Pressure Management and First Aid.

Save the children campaign – Effective Communication Skills, Ability to Interact with children.

Volunteering: Sanabel-Al-Nour NGO team leader, Lebanese Red Cross Chief Assistant