

Murad Bey

3D Artist. Animator. Modeler

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EXPERIENCE

Previs Artist (*Max & The Midknights*)

Nickelodeon Animation Studios | Burbank, CA (March 2022 - May 2023)

As a Previs artist at Nickelodeon Animation Studios, I created cinematics for an animated show in Unreal Engine. I collaborated with directors on scene planning, character placements, and camera settings, developed rough animations, and implemented feedback. I optimized assets, prepared 3D models, and trained new team members. My work on "Max & The Midknights" allowed me to demonstrate my skills as a cinematographer throughout six main episodes and three additional episodes.

Animator

Noggin by Nickelodeon | New York, NY (September 2021 - March 2022)

At Noggin by Nickelodeon, I animated characters and props using Autodesk Maya, creating scenes for both pre-visualization and final animation. I ensured that all animations adhered to the project's style and tone while also preparing promotional renderings and organizing files for other artists. Additionally, I corrected shots that needed to align with the revised direction. My contributions included work on two animated music videos and two educational shorts. As an independent contractor, I efficiently managed my time to meet tight deadlines.

Senior 3D Artist

All Things Media LLC | Mahwah, NJ (March 2010 - September 2019)

At All Things Media LLC, I specialized in 3D modeling, texturing, and animating using a wide range of content creation software including, 3ds Max and. I created digital assets for our library, optimized models for VR and AR, and resolved rendering issues. My work included evaluating third-party assets and rendering sequences for clients like Mercedes AMG and BMW. I valued the relationships built at ATM, which greatly contributed to my professional growth.

EDUCATION

The Art Institute of Philadelphia, Philadelphia, PA

Bachelor of Science, Media Arts, and Animation (December 2009)

Associate of Science, Animation Art & Design (December 2006)

SKILLS

Cinematography, Pre-Visualization, Character Animation, Animation layout, Animation fixing, 3D Modeling, Texturing Surfacing & Lighting, Rendering, Game asset Development, Video Editing, Adobe Substance 3D Painter, Unreal Engine, Autodesk Maya, Autodesk 3ds Max, Adobe Photoshop,