

Mina Wasfy

3D Game Artist

Address: Cairo, Egypt | **Birth Date:** 14 Feb 1997 |

Phone Number: +201272375644

| [Linkedin Profile:Mina wasfy](#) | minawasfy1@gmail.com |

Summary:

| [Art Station Profile: Mina Wasfy](#) | [Website Profile](#)

An Ambitious Junior 3D artist; enthusiastic about technical art focusing on game engines, shaders and VFX and aspiring to create unique and creative games that will innovate the gaming experience.

Education:

- **9 Month Professional Training Scholarship | 2024 - 2025 | Information Technology Institute (ITI)**
 - Track: Game Art
- **Bachelor's Degree | 2015 - 2020 | Misr International University (MIU)**
 - Major: Computer Science

Certifications:

- Game Design- Udemy| Feb 2025
- VFX Intermediate Course for Unreal- Udemy| Feb 2025

Personal Projects:

- **Car Configurator for Luxoft (VR) | Graduation Project ITI | Jun 2025**
 - Designed a Car Engine and animated it to be displayed inside the VR.
- **2.5D game in Unity | Boss Jam on Itch.io | Jan 2025**
 - Designed an environment scene for the game.
 - Sculpted Variants of an amphibian creature and textured it.
 - Sculpted weapons for the creature as well.
 - Modeled collectible power ups.
- **Rigging a Mechanical Spider | Blender | Aug 2024**
 - Modeled a mechanical hard surface spider and rigged it (Ik & Fk) and created a follow path to simulate movement of legs.
- **Short Video Simulating Sword VFX | Blender | Sep 2024**
 - Designed /modeled a sword etched in a rock with a visual effect (Lightning) covering the sword and rendered with cycles in blender.
- **E-Commerce Website Design | Misr International University (MIU) | Sep 2018**

Technical skills:

- **Programming Skills:** Python | Expert C++ | Intermediate
- **Modeling:** Maya | Intermediate Blender | Beginner.
- **Sculpting:** Zbrush| Beginner.
- **Engines:** Unity, Unreal, Creation Engine.

Personal Skills:

- Problem Solving | Brainstorming | Critical Thinking | Adaptability | Flexibility.

Work Experience:

Customer Service Agent | Concentrix-Transcom | Mar 2021 - Mar 2024

- Mastered my problem-solving skills, soft skills, customer satisfaction and handling.
- Learned about corporate workflow, management and HR.
- Learned Microsoft excel software and other software's related to the business.
- Learned about eSIMs and how they are managed globally and their troubleshooting steps.

Other Experiences:

- Data Analysis and AI Internship - Spark Foundation | Sep 2023 - Jan 2024
- Business Analyst Internship - Housing and Development Bank | Aug 2018

Languages:

- Arabic | Native
- English | C1

References:

Portfolio Link: [Game_Artist_Portfolio.pdf](#)