

Game Artist Portfolio

Mina Nabil Wasfy

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About Me

Hi, I'm Mina Wasfy, a passionate game artist specializing in Character art, Rigging, Animation, environment lighting, level design & VFX.

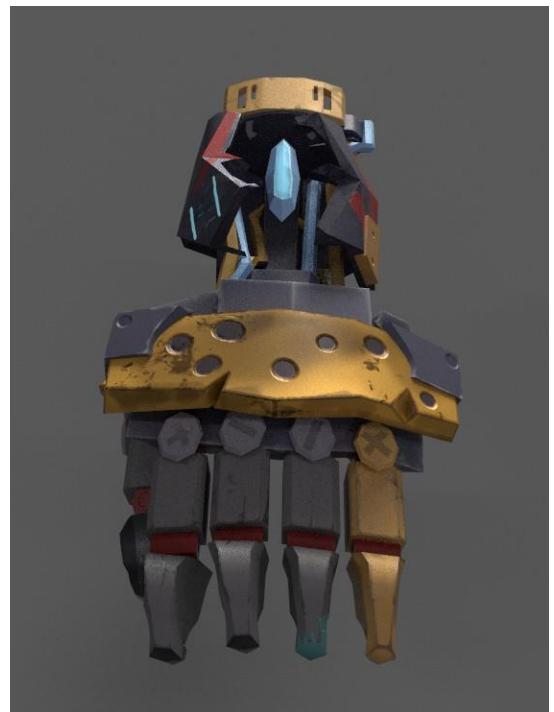
With tools like maya and zbrush; I managed to create characters and model assets that inspired me to seek more experience and become better at what I do

My goal is creating astonishing art and reach triple A companies and get recognized in the field.

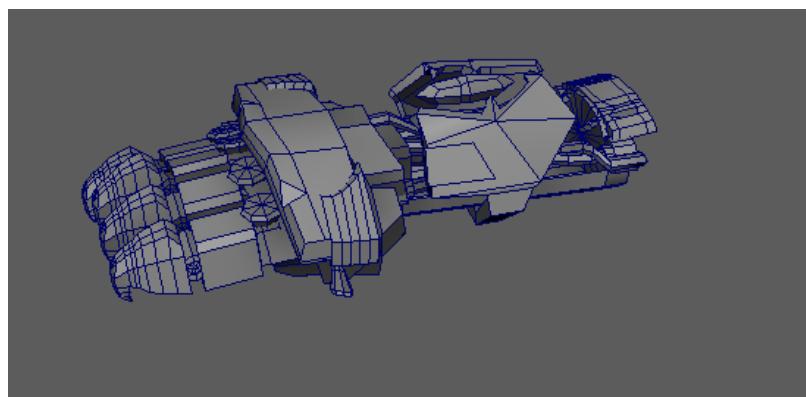
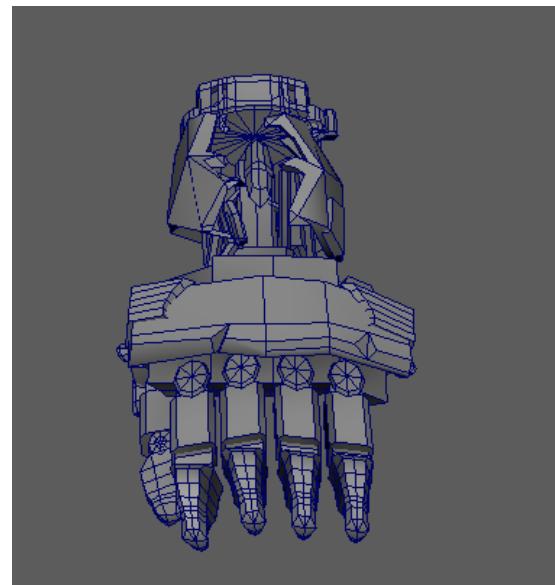
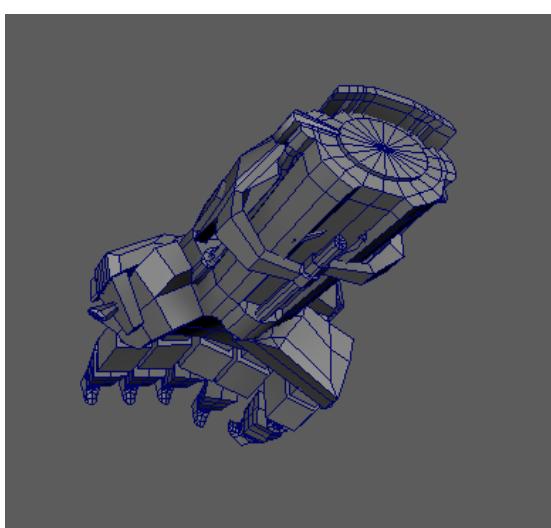
Vi's Gauntlets (Character Skin from a game called League of Legends)

Category: 3D Modeling / Texturing

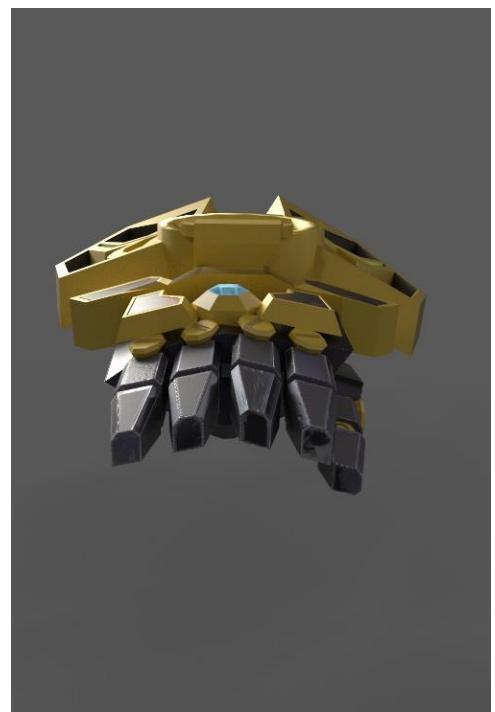
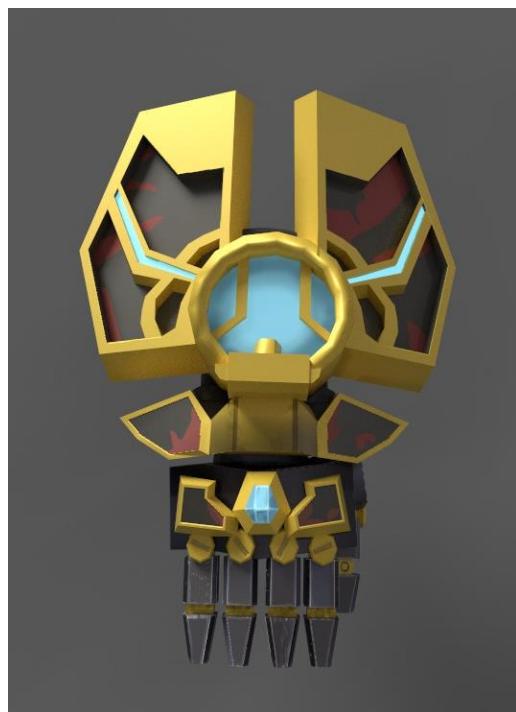
Left Gauntlet:



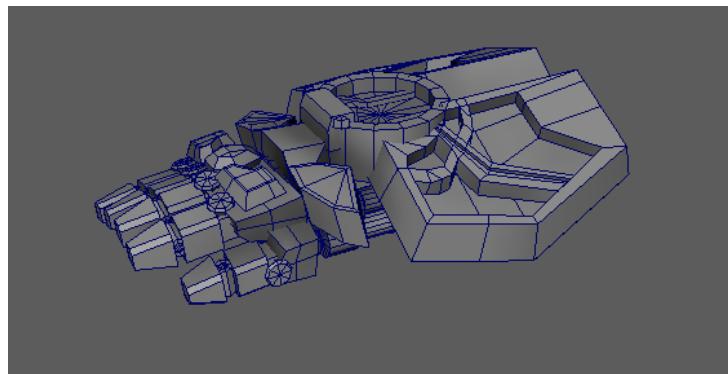
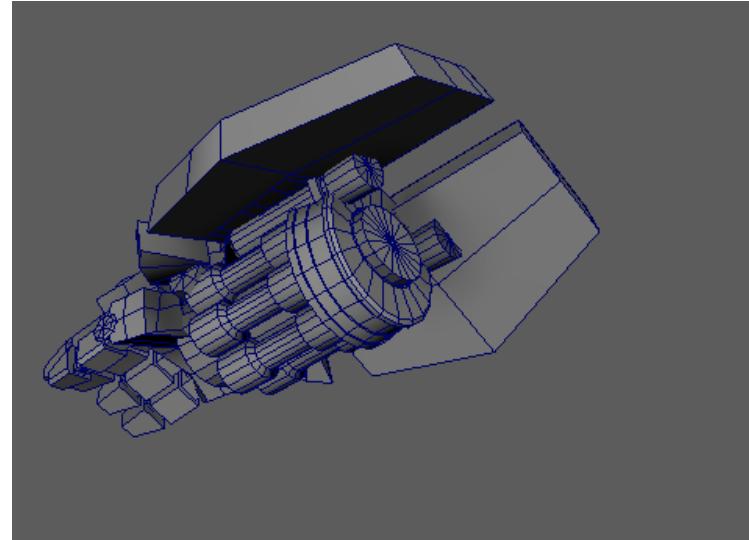
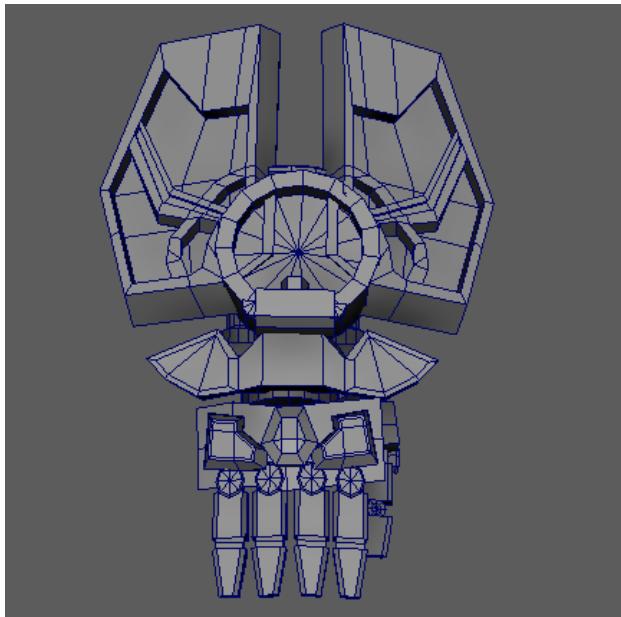
- **Wireframe:**



Right Gauntlet:



- **Wireframe:**

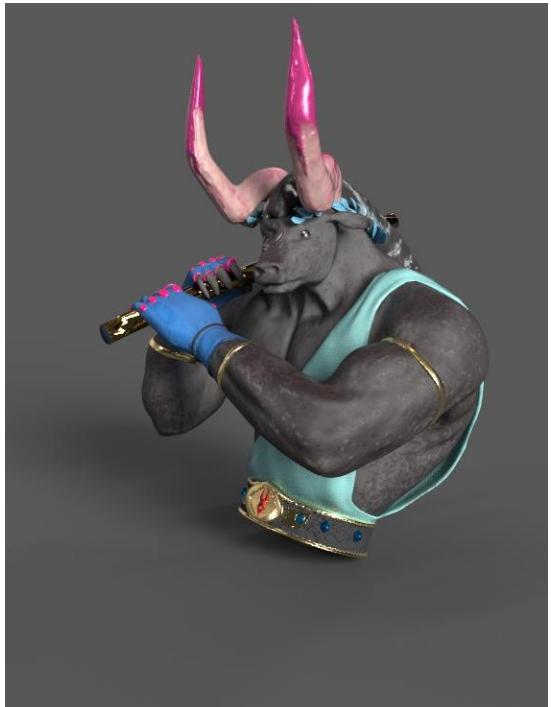
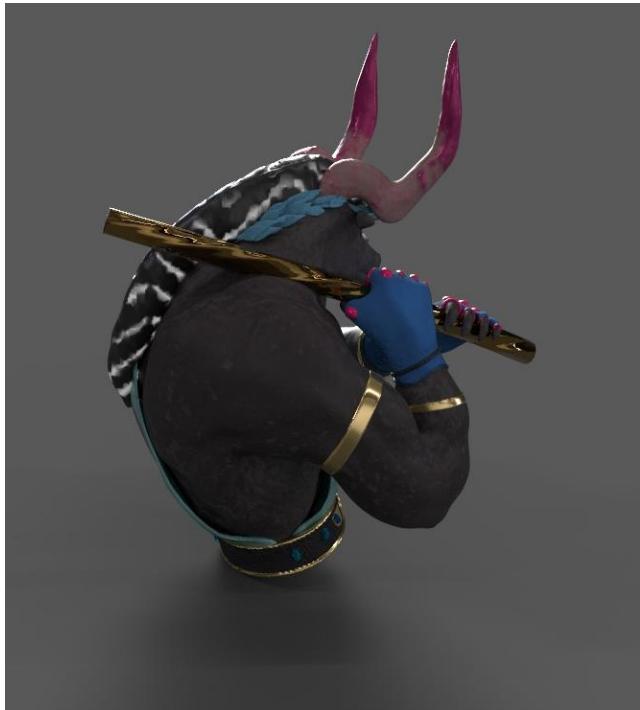


Description:

- Tools Used: Maya, Substance Painter
- Year: 2024
- Role: Solo Project
- Context: Created for personal project in ITI

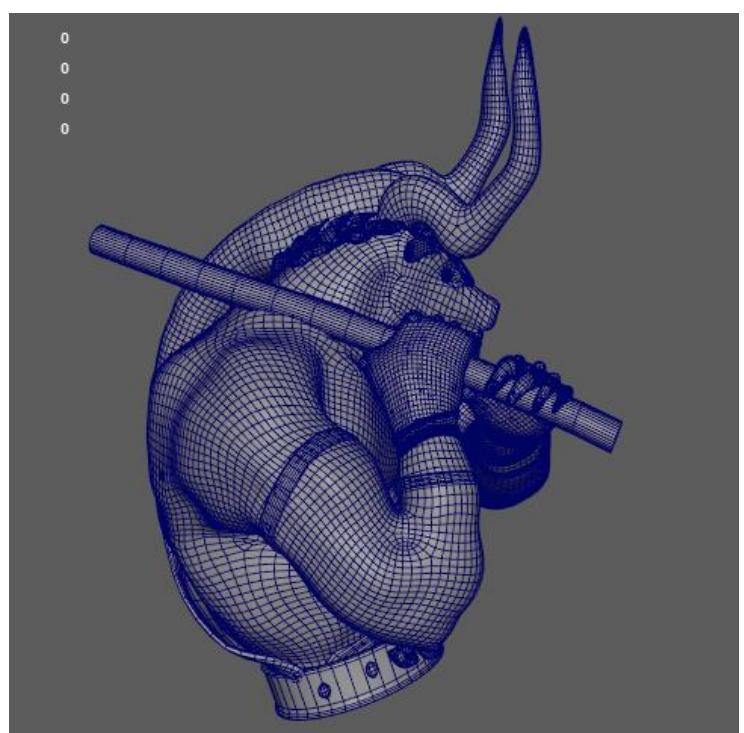
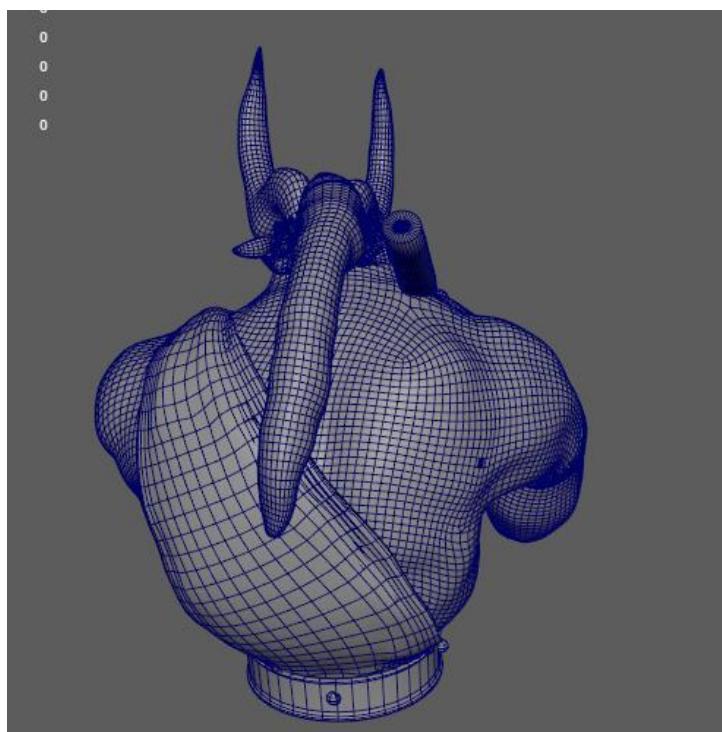
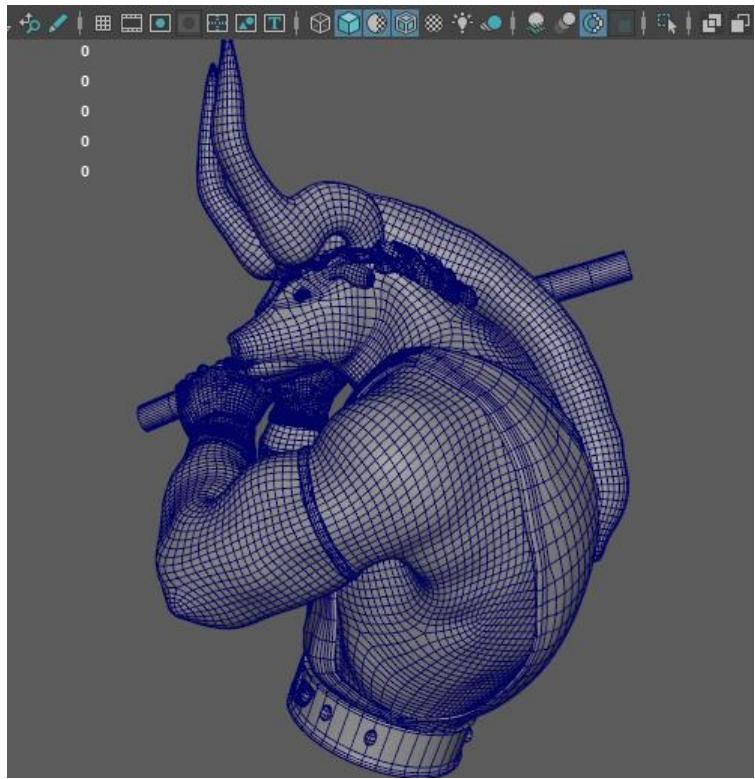
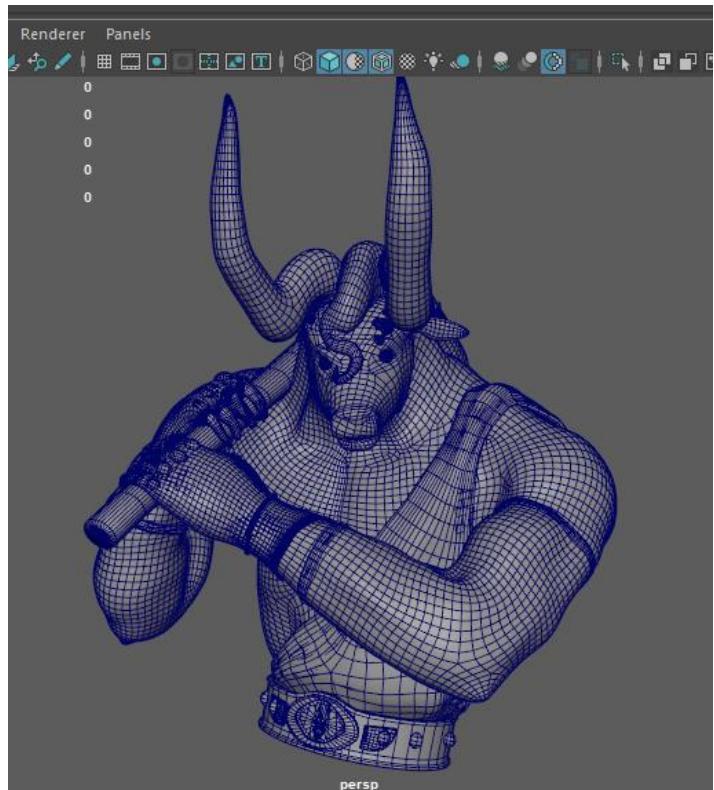
Asterius (Character based on game called HADES)

Category: 3D Character/ Texture





- **Wireframe:**

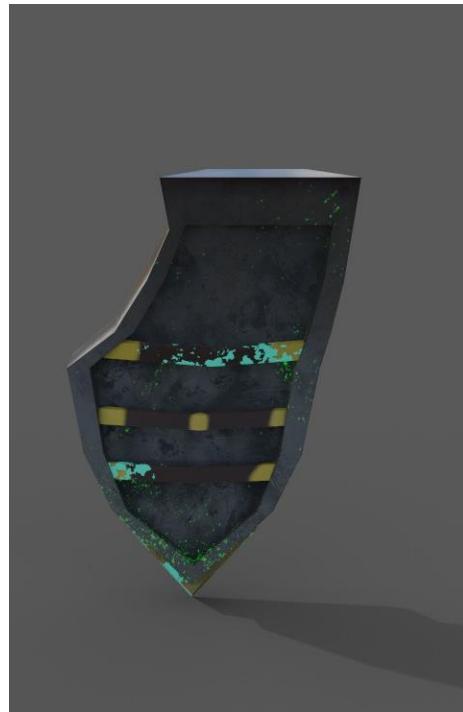
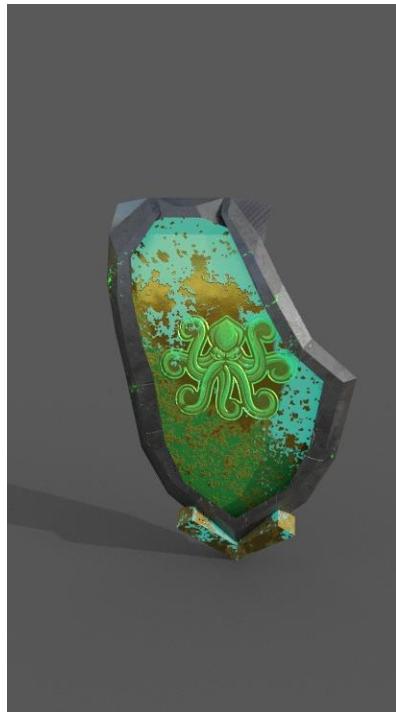


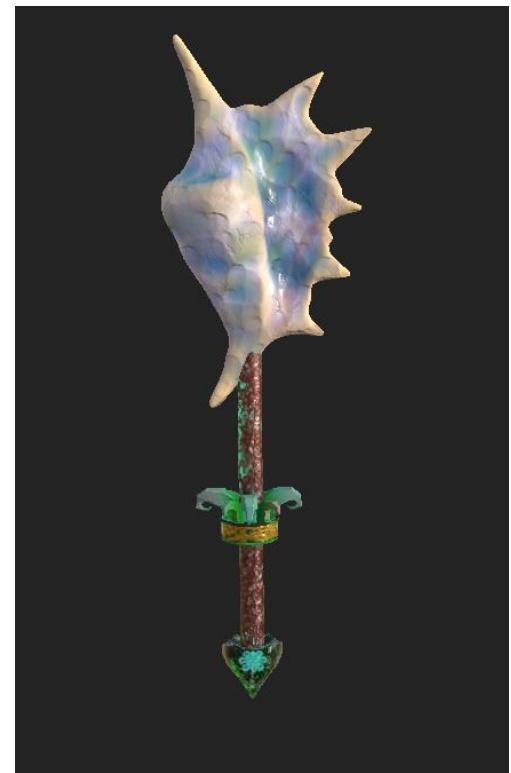
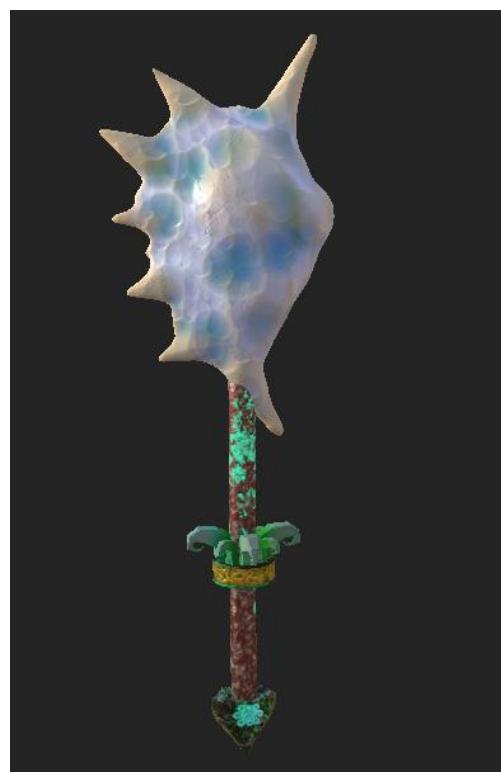
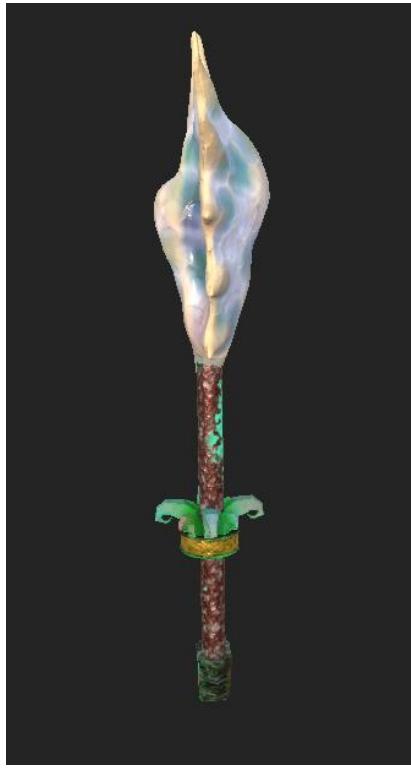
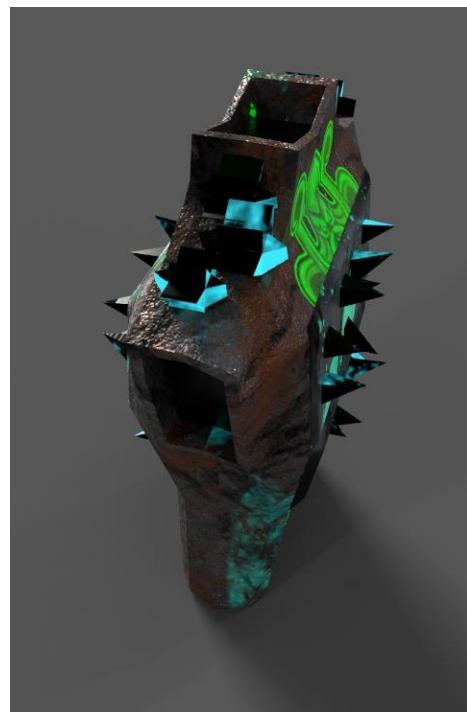
Description:

- Tools Used: Zbrush, Maya, Substance Painter, Unreal
- Year: 2025
- Role: Solo Project
- Context: Created for personal project in ITI

House of Dagon (Game Created during Boss Jam 2025 on itch.io)

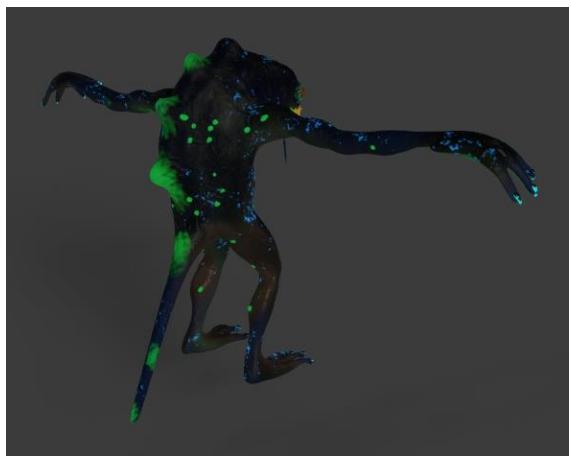
Category: 3D Character / Game Assets / Environment/Rigging/Animation

Game Assets:

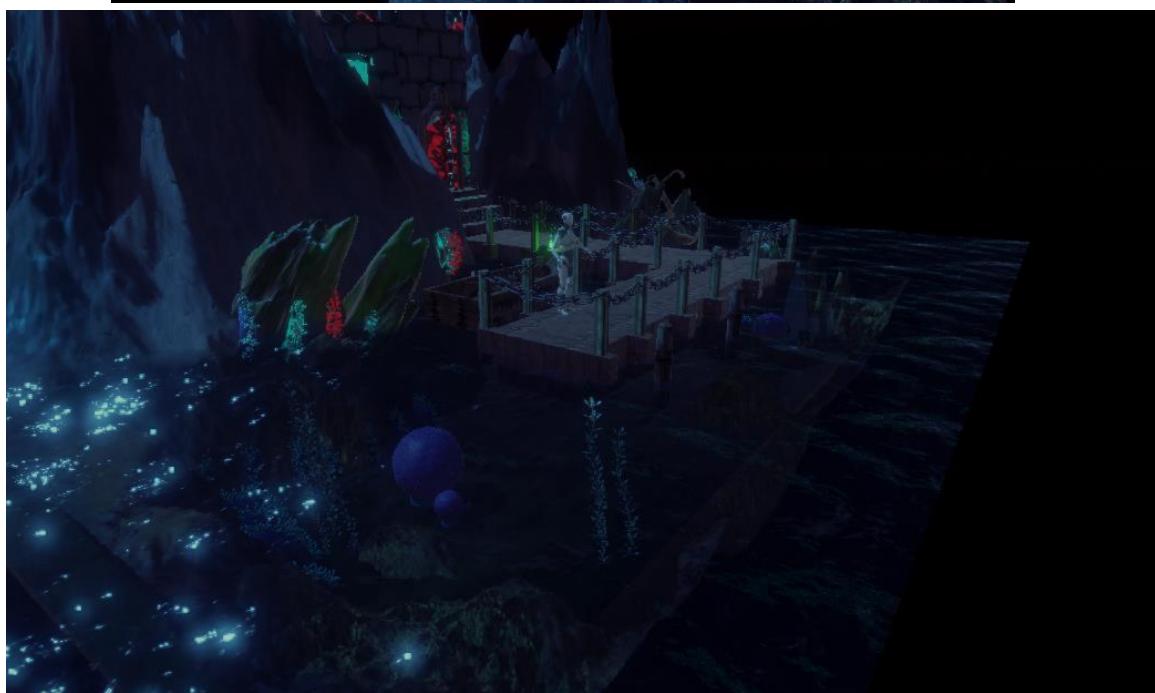


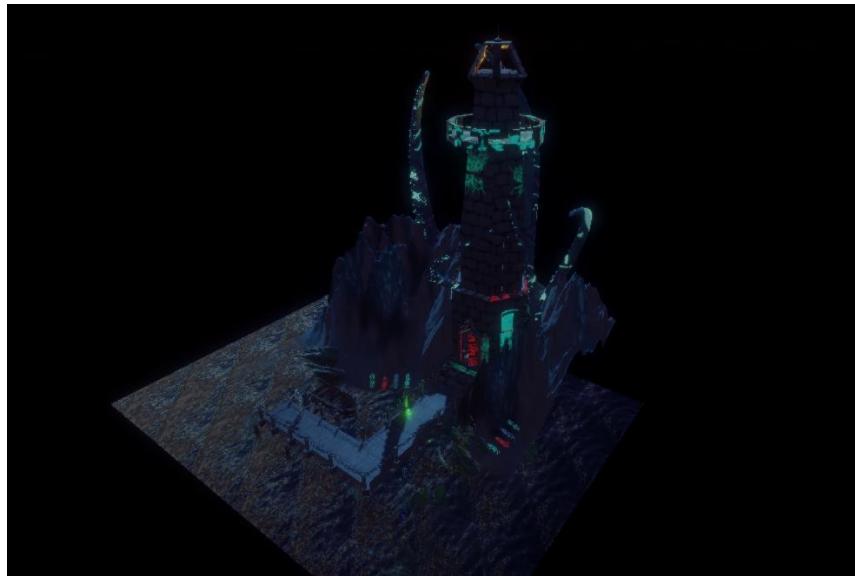
Enemy Character:





Environment:



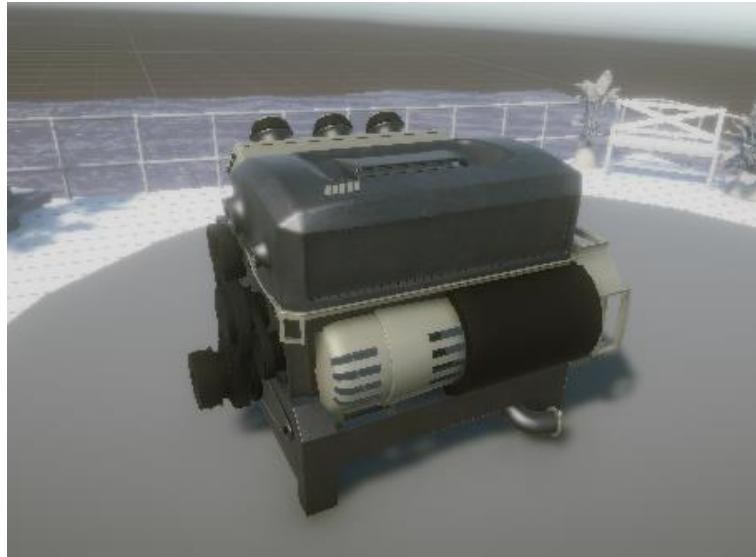


Description:

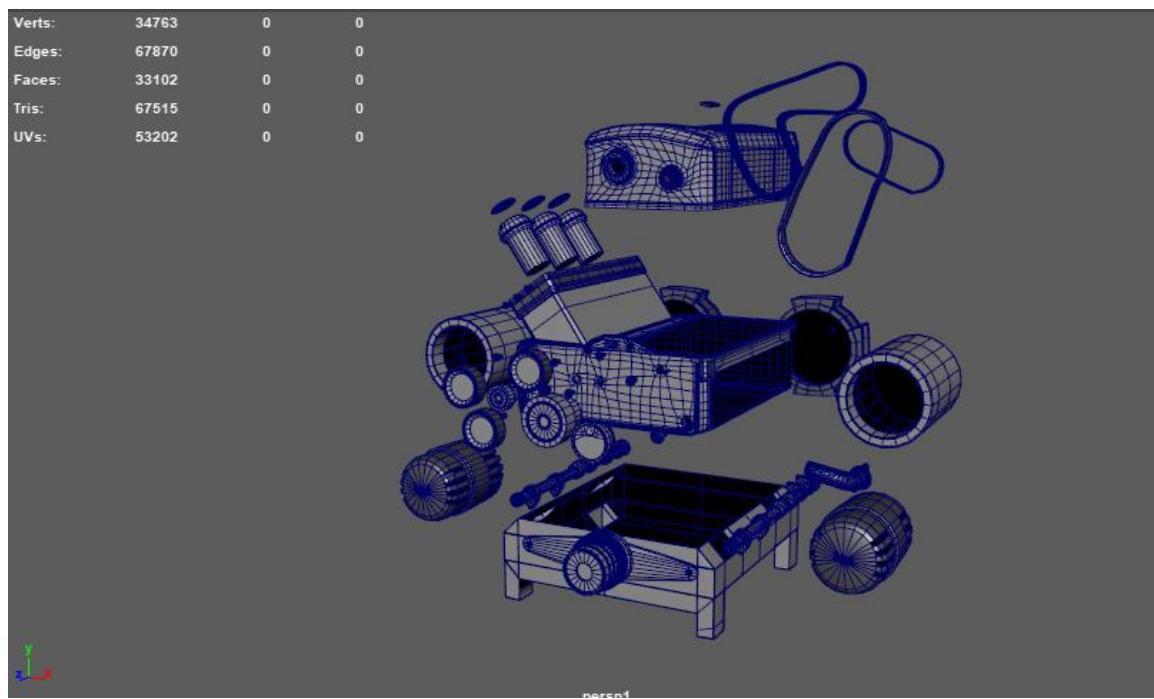
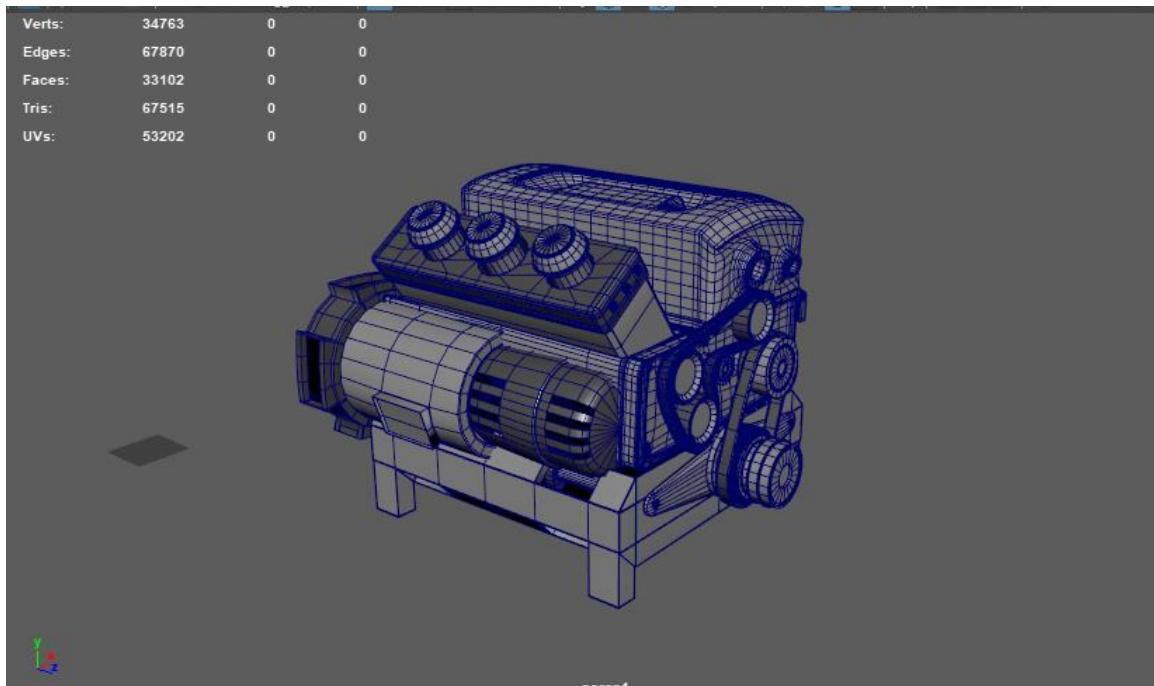
- Tools Used: Blender, Photoshop, Unity, Maya, Substance painter
- Year: 2025
- Role: Group Project/Team Leader
- Context: Created for entry in Game boss jam 2025 on itch.io.

Car Configurator (Designing Car Engine VR Project)

Category: 3D Model /Animation



- **Wireframe:**



Description:

- Tools Used: Unity, Maya, Substance painter
- Year: 2025
- Role: Group Project
- Context: Created for graduation Project in ITI.

Skills & Software

Skills:

- ✓ 3D Modeling (low poly / high poly / Hard Surface / Environment Modular Kit)
- ✓ Texturing (Trimsheets) & UV Mapping
- ✓ VFX (Niagra System (Unreal Engine))
- ✓ Rigging & Animation
- ✓ Game Engines: Unity / Unreal Engine
- ✓ UI/UX for Games

Software:

- Blender / Maya
- ZBrush / Substance Painter
- Photoshop / Clip Studio
- Unity / Unreal Engine
- Adobe Photoshop (for UI)