

ZINEB AZMI

3D Modelling | Environment Design | Customer Service

zineb.azmi.art@gmail.com • www.zinebazmi.com • Barrie, ON

SUMMARY

Detail-oriented 3D Artist with a passion for environment and asset creation for Unreal Engine 5.

CRM management, lead generation, and coordinating projects across Marketing, PR and creative teams. Skilled in maintaining accurate records, supporting stakeholders and clients, and managing multiple priorities efficiently.

PROJECT HIGHLIGHT

“Unveil: Mrc 23-25” – Final Year University Project

(<https://www.zinebazmi.com/unveil-environment-modelling>)

Academic Project | 3D Environment Artist | March 2024

- Designed environments, characters and props, as part of a futuristic and sand-ravaged Moroccan scene for **Unreal Engine 5**.
- Modelled and animated buildings, “Hero” and Modular assets in **Maya** and **ZBrush**, while ensuring proper topology, UV unwrapping and scaling.
- Textured all assets by utilizing **Substance Painter**, using both hand-painting techniques, and Smart Materials.
- Created procedural textures using **Substance Designer**.
- Generated immersive elements such as Scene Capture Components and animated textures.
- Composed and lit my scene on Unreal Engine 5.

“Spectroscopy” - Educational Animated Video

(<https://www.zinebazmi.com/spectroscopy>)

Client: Ian Whittaker | Producer and 3D Artist | Feb 2023

- Lead a team of animators, designers, modellers and editors, on a 6-week project.
- Created schedules, weekly check ins, and a communal resource file, to encourage teamwork and collaboration.
- Designed, modelled, rigged and animated a stylized racing kart using Maya, to creatively portray the experiment.
- Delivered the project a week ahead of schedule by efficiently assigning tasks, tracking progress, and fostering clear team collaboration.
- Earned client praise for the video’s clarity, creativity, and on-time delivery.

“Qwerty” - 3D Character Model

(<https://www.zinebazmi.com/single-project>)

Client: Jake Whillance | 3D Character Artist | Jan 2024

- Sculpted a detailed, stylized robot character based on the client’s specific designs.
- Used Maya for low-poly modelling and Zbrush for high poly sculpting, resulting in an optimized asset for real-life rendering.
- Utilised Substance Painter for detailed texturing, including metal, cloth and glass.
- Ensured the model was rig-ready by maintaining proper topology.

PROFESSIONAL EXPERIENCE

Assistant Manager - *White Rose*

Nottingham, United Kingdom

Mar 2025 – Jan 2026

- Oversaw day-to-day operations, ensuring smooth team coordination, task delegation, and high staff morale across a team of volunteers.
- Maintained accurate administrative records, using Microsoft Excel and company specific software, for store activities, banking, volunteer onboarding, and stock management.
- Managed financial processes including daily cash handling, reconciliation, and reporting.
- Led recruitment, induction, and training for new volunteers, building a strong and capable team.

Art Facilitator - *Nonsuch Studios*

Nottingham, United Kingdom

Apr 2024 - Dec 2025

- Provided exceptional customer engagement during creative workshops, ensuring a welcoming and inclusive environment.
- Designed and implemented structured programs, demonstrating strong organizational skills in planning, budgeting, and customer behaviour analysis.
- Managed multiple workshops independently, ensuring smooth event execution, timely communication, and a seamless participant experience.
- Adapted teaching and presentation techniques to different audiences, showcasing strong interpersonal skills and an ability to cater to diverse client needs.

SOFTWARE

Autodesk Maya • ZBrush • Unreal Engine 5 • Substance Painter • Substance Designer • Substance Stager • Photoshop • Illustrator • Microsoft Office • Jira • Monday.com • Bigin • Apollo

EDUCATION & CERTIFICATIONS

Bachelor's Degree in Animation (First Honours)

Nottingham Trent University

Project Management Principles

Microsoft Certifications

Jira Project Management

Great Learning Certification

SKILLS

Teamwork • Problem Solving In Creative Workflows • Adaptability • Time Management

LANGUAGES

English • French • Arabic