Farris M. Habib

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Education

Drexel University, Philadelphia, PA. —— Graduated June 16, 2023

B.S. Game Design and Production Major— 3.45 Cumulative GPA

Experience

Central Development and Management   Chester, PA

3D Building Visualization   September 2023 to Pres.

- Measured and virtually plotted a 120 x 35 ft warehouse in AutoCAD

- Made dimensionally accurate 3D model in Fusion360 from AutoCAD dimensions

- Detailed texture, shader, and UV of building in Blender for detailed render

Firmware Infirmary   Philadelphia, PA

3D Modeller & Tech Artist   August 2022 to June 2023

- Collaborated with a team of 12 to create a 2D/3D Decision based game in Unity Engine

- Modeled and textured stylized, low-poly 3D character assets for use within Unity

- Programmed shaders in Unity Shadergraph to refine visual control for 3D assets

- Programed and refined custom render pass to create a Sobel outline effect for Unity's HD render pipeline

Micro Society   Philadelphia, PA

Digital Designer   March 2021 to September 2021

- Co-Designed a Unity game to aid teaching students K-8 about the housing market

- Designed, 3D modeled, and implemented assets to be used in said game

- Designed and implemented UI assets to said game to improve usability

Skills

Software: Blender, Autodesk Maya, Substance Painter, Substance Designer, Adobe Photoshop, Illustrator, After Effects, Unity, Unreal, AutoCAD, Autodesk Inventor, Krita, Aseprite, Invision.

Languages: C#

Honors and Awards

- Westphal Portfolio Scholarship, Drexel University, 2018-2023

- National Art Honor Society, Unionville Highschool, 2017-2018

- Dean's List, Drexel University, 2018-2019