

Mohamed Yasser Tag Eldin

Multi-Disciplinary Artist | 3D Character Artist | Traditional Fine Artist

- ☐ Egypt
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 - ☐ [ArtStation Portfolio](#) | [Behance Portfolio](#)
 - ☐ [Drive Portfolio Link](#)
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PROFESSIONAL SUMMARY

Highly versatile multi-disciplinary artist with a strong academic background in Fine Arts and professional expertise in traditional drawing, mural painting, 3D character art, digital sculpting, concept art, and visual development. Skilled in creating both realistic and stylized artwork through a combination of traditional craftsmanship and advanced digital workflows.

Possesses strong knowledge of anatomy, composition, perspective, form, lighting, color theory, and visual storytelling, supported by years of intensive artistic practice and academic study. Experienced in character creation, illustration, sculpture, decorative arts, poster design, stained glass, mosaic art, and large-scale mural execution .

Passionate about combining traditional fine arts principles with modern digital production pipelines to create visually compelling artistic experiences for games, entertainment, and large-scale visual projects.

EDUCATION

Bachelor of Fine Arts – Mural Painting Department

Helwan University – Faculty of Fine Arts
August 2019 – August 2024

Grade: Excellent with Honors

CORE SKILLS

Traditional Art

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| <ul style="list-style-type: none">• Academic Drawing• Figure Drawing• Anatomy Drawing• Gesture Drawing• Traditional Illustration• Stained Glass Art• Mosaic Art | <ul style="list-style-type: none">• Pencil & Ink Rendering• Perspective Drawing• Composition & Shading• Character Sketching• Sculpture & Clay Modeling• Artistic Furniture Concepts• Handmade Decorative Art |
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3D Art & Character Creation

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| <ul style="list-style-type: none">• 3D Modeling• High Poly Modeling• Low Poly Modeling• Digital Sculpting• Retopology | <ul style="list-style-type: none">• Texturing• Material Creation• Lighting & Rendering• Character Design• Stylized & Realistic Art |
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Digital Art & Design

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| <ul style="list-style-type: none">• Digital Painting• Concept Art• Illustration• Creature Design | <ul style="list-style-type: none">• Poster Design• Visual Development• Environment Sketching |
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SOFTWARE

3D Software

- Blender
- ZBrush
- Autodesk Maya
- 3ds Max
- Substance Painter
- Marmoset Toolbag
- Marvelous Designer
- Unreal Engine

Adobe Software

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Premiere Pro
- Adobe After Effects

Microsoft Office

- Microsoft Office
- Microsoft Word
- Microsoft Excel
- Microsoft PowerPoint

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ADDITIONAL SKILLS

- Strong Traditional Drawing Skills
- Academic Anatomy Knowledge
- Creative Problem Solving
- Team Collaboration
- Time Management
- Visual Storytelling
- Fast Learning & Adaptability
- Ability to Work Across Multiple Art Styles
- Traditional & Digital Workflow Integration

EXPERIENCE

Tuwaiq Studio | Jun 2026 – Present

Designed artistic furniture pieces inspired by Egyptian heritage and contemporary aesthetics.
Developed concepts that merge traditional craftsmanship with modern design principles.
Contributed to product visualization, artistic direction, and design development.
Collaborated on creating unique collectible furniture with strong cultural identity.

Game Studio | Jul 2024 – Nov 2024

Participated in game art production workflows and visual development tasks.
Assisted in character design, concept development, and 3D asset creation.
Collaborated with artists to support production-ready game assets.
Gained hands-on experience in professional game development pipelines.

Konooz Misr | Oct 2022 – Jan 2023

Contributed to the design and execution of large-scale mural projects.
Developed visual layouts and artistic compositions for public spaces.
Collaborated with multidisciplinary teams on the Galala Road development project.
Assisted in translating artistic concepts into large-scale installations.

AlYoussef Co. | Mar 2023 – Jun 2024

Created and managed design assets for branding and visual communication projects.
Developed artwork and design solutions while maintaining brand consistency.
Coordinated revisions and project updates with stakeholders and team members.
Produced high-quality visual materials under project deadlines.

Art Academy

Taught drawing fundamentals, anatomy, perspective, shading, and composition.
Guided students in developing both traditional and digital art skills.
Assisted students in improving observation, sketching, and visual storytelling abilities.
Mentored learners through structured artistic development exercises.

EXHIBITIONS

Malameh Exhibition (2018)

STRENGTHS

- Strong Traditional Art Foundation
 - Advanced Anatomy Knowledge
 - Strong Understanding of Form & Silhouette
 - Creative Problem Solving
 - Adaptability Across Multiple Art Styles
 - Strong Visual Storytelling Skills
 - Ability to Combine Traditional & Digital Workflows
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Thank you for your time and consideration.

To explore my complete creative journey, including character art, fine arts projects, design work, and detailed project breakdowns, please visit my full portfolio through the "[link](#)".