

FOUAD HAFIZ

WWW.FASTFOODI.COM

5113 GARDEN CITY RD., APT.2406, RICHMOND, BC, V6X 4H5
PHONE (604) 220-1815 • E-MAIL FASTFOODI@GMAIL.COM

CAREER OBJECTIVE

To become a producer on an accredited team at a vital, forward-looking company creating compelling visual stories, and to contribute to my employer's success through my knowledge of 2D/3D content creation and creative leadership.

PROFILE SUMMARY

Although a 3D Artist by training, I have expanded my roles professionally and academically into various creative and management capacities touching on all phases of the production of visual content for film, video-games and other interactive media (*visit www.fastfoodi.com for demo-reel and portfolio*).

EXPERIENCE

CATSTATIC INTERACTIVE, Vancouver, Canada

JAN 2010 – PRESENT

- **Production Director / Co-Founder**

Established a company specializing in *Interactive 3D visualizations* for promotion and presentation. Leveraging strong visual storytelling techniques and game-engine flexibility to compellingly convey the narratives behind complex projects. Early clients include *Royal Roads University* and *Great Northern Way Campus* (*visit www.catstatic.com for details*).

CENTRE FOR DIGITAL MEDIA, Vancouver, Canada

SEP 2008 – DEC 2009

- **STUDIO 105 - Technical Director / Producer**

A design group formed with three other CDM students as part of a *summer internship*, creating a series of *promotional videos* - from concept pitch to final delivery - for a private wholesale company.

- **THE ANSWER TOOL - Animation Producer**

Pre-Production of the *A.N.S.W.E.R. Project* - an animated, interactive online tool conceived by the *Mary Pack Arthritis Society* to help people recently diagnosed with *Rheumatoid Arthritis*. Worked closely with client to establish scope and authenticity.

- **LAST MINUTES / LAST RITES - Project Lead**

Managed and supervised the entire production of "*Last Minutes*", a still-image flash-based interactive experience, and its sequel "*Last Rites*", an ambitious live-action *Interactive Film*.

- **THE BOOTY BANDIT - 3D Art Director**

Supervised and streamlined the creation and import of custom-created models and textures into the *ELAN Award* nominated "*Booty Bandit*" - a downloadable 3D Arcade Game created using the *Java Monkey Engine*.

D.A.M.N! FX, Montreal, Canada

FEB 2007 – SEP 2007

- **Layout Artist / Animator**

Multiple and varied high-profile projects for *IMAX-3D* and *Television*, such as "*Mars Rising*", "*Sea-Monsters*" and "*Grand Star*". The job demanded a diversified 3D knowledge and quick problem-solving skills for rapid director approval.

BIG BANG DIGITAL STUDIOS, Montreal, Canada

JUN 2005 – FEB 2007

- **Character Animator**

Member of the *Character Animation* team on the *Emmy-nominated* children's TV show "*Bigfoot Presents: Meteor and the Mighty Monster Trucks*" and the *Direct-to-DVD* mini-series "*Torah Stories: Tales from the Midrash*".

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EDUCATION

- **2008 – 2010** CENTRE FOR DIGITAL MEDIA @ GNWC Campus *Vancouver, Canada*
M.D.M. Masters of Digital Media
- **2001 – 2005** CONCORDIA UNIVERSITY *Montreal, Canada*
B.F.A. Film Animation
- **2000 – 2001** INTER-DEC COLLEGE *Montreal, Canada*
A.E.C. 2D/3D Animation
- **1997 – 1999** MCGILL UNIVERSITY *Montreal, Canada*
Enrolled into B.Sc. Computer Science

SOFTWARE

- ADOBE AFTER EFFECTS
- AUTODESK SOFTIMAGE, MAYA
- ADOBE PHOTOSHOP
- ADOBE PREMIERE PRO
- UNITY
- OTHER:
Possess further, albeit lesser, experience using the following software: *Autodesk 3D Studio, Syntheyes, Adobe Illustrator, Autodesk Combustion, ZBrush and Google Sketchup.*

REFERENCES

- Available upon request.