

Mohamed Nasreldeen

3D Character Animator · Previsualization Artist

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Portfolio: nasrtech.dev/portfolio · [Showreel](#) · [LinkedIn](#)

PROFESSIONAL SUMMARY

3D character animator with over a decade of industry experience spanning AAA video games and internationally released animated features. AnimSchool-trained and shaped by supervisors on productions across multiple countries. I take shots from blocking to polish, work cleanly to brief, take direction and criticism professionally, and build Python pipeline tools that speed up animation teams — including AnimKit, my commercial Maya animation toolkit.

SELECTED PRODUCTIONS

Production	Year	Type	Role
Borderlands 4	2025	Video Game	Gameplay Animator
Smite 2	2025	Video Game	Gameplay Animator
Mavka: The Forest Song	2023	Feature Film	Character Animator
Secret Magic Control Agency	2021	Feature Film · Netflix	Character & Creature Animator

EXPERIENCE

- Animation Supervisor** — [AI Ain for Artistic Production](#) Dec 2024 – Present
- Supervising character animation on an animated feature film.
 - Reviewing shots, giving direction, and holding animation quality across the team.
- Gameplay Animator (Freelance)** — [Motion Logic Studios](#) Aug 2022 – Oct 2025
- Gameplay and character animation for video-game projects.
- Character & Creature Animator (Contract)** — [Art Bully Productions](#) May 2021 – May 2023
- Gameplay, character and creature animation for AAA game titles.
 - Key titles: **Borderlands 4** and **Smite 2**.
- 3D Character Animator (Freelance)** — [Animagrad Animation Studio](#) Nov 2021 – Jul 2022
- Character animation on the feature film **Mavka: The Forest Song**.
- Freelance Animator** — [Wizart Animation](#) Jan 2020 – Jun 2022
- Character and creature animation for film and series.
 - Key title: **Secret Magic Control Agency** (Netflix).
- 3D Animator (Contract)** — [Pixel Zoo Pty Ltd](#) Jul 2021 – Dec 2021
- 3D character animation for studio productions.

3D Animator & Previsualization Artist — [Fullmoon Studios Inc.](#)

Jan 2014 – Sep 2020

- 3D animation and previsualization across multiple film and game productions.

TOOLS & PROJECTS

AnimKit — Creator & Developer — nasrtech.dev/animkit

2024 – Present

- A commercial Maya animation toolkit: 15 production-ready tools — Pose Library, Mirror/Flip, Mixamo Retarget, Copy/Paste Relationship and more — plus a dockable 50+ button toolbar.
- Built entirely in Python, with a trilingual UI (English / Arabic / French). Sold on ArtStation and Gumroad.

Unity Mobile Apps — Developer — [Google Play](#)

Ongoing

- Unity programming and app reskinning; published mobile titles on Google Play.

SKILLS

Animation: Character Animation · Creature Animation · Gameplay Animation · Previsualization

3D Software: Autodesk Maya · Autodesk 3ds Max (modeling, rigging, lighting, rendering) · Unity

Technical: Python (Maya tool development) · Autodesk ShotGrid · Adobe Premiere · Trello

EDUCATION

AnimSchool — Character Animation Program — animschool.com

Sep 2018 – Mar 2020

YAT Education Center — 3D Animation — yat.com

Jan 2016 – Jun 2016

LANGUAGES

Arabic — Native

English — Intermediate