

ZEENAT NASIR MALIK



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OBJECTIVE

I am a highly passionate and results-oriented 3D Artist and Designer with a strong foundation in 3D Modeling, Animation, and Graphic Design. I am eager to leverage my creative technical skills and practical experience to contribute to innovative projects in a dynamic environment. My dedication to visual storytelling and continuous learning drives my pursuit of excellence in the evolving fields of 3D/2D visualization and game development.

KEY SKILLS

- **3D Visualization & Game Development:**
 - 3D Modeling: 3ds Max, Unity
 - 2D/3D Animation: 3ds Max, Toon Boom Harmony, Adobe After Effects
 - Game Engines: Unity (familiarity from MS program)
 - Concepts: Interior/Exterior Visualization, Architectural Visualization, 3D Modeling & Animation
- **Graphic Design & Multimedia:**
 - Software: Adobe Photoshop, Illustrator, After Effects, Premiere Pro
 - Digital Art: Image Manipulation, Vector Graphics, Video Editing

FOUNDATIONAL & EMERGING SKILLS:

- Traditional Art: Drawing (Still Life, Landscape, Composition, Figure, Sketching)
- Web Basics: WordPress, HTML
- Programming (Beginner): Python

EXPERIENCE

July 2023 – Feb 2024

Teacher Assistant - Graphic Designing | Air University, Islamabad

- Assisted faculty in delivering comprehensive graphic design curriculum using Adobe Creative Suite.
- Provided hands-on support and mentorship to students, enhancing their understanding and practical application of design principles and software.
- Facilitated classroom activities, graded assignments, and contributed to a positive learning environment.
- Supported students in developing their design portfolios and understanding industry best practices.

Nov 2022 – May 2023

Junior 3D Designer & Visualizer | Archentire

- Executed precise 3D modeling and animation for diverse interior and exterior design projects.
- Produced high-quality architectural visualizations, transforming conceptual designs into compelling visual representations.
- Collaborated with design teams to meet project specifications and deliver visually stunning presentations.

EDUCATION

Sep 2023 – Present

Master of Science in Computer Games Development | Air University, Islamabad

- Current CGPA: 3.15 (3rd Semester)
- Relevant Coursework: Advanced 3D Modeling, Game Design Principles, Game Engines (Unity), AI in Games, Level Design, C# Scripting, Real-time Game Environments, AR & VR Games.
- Thesis/Project: [Augmented Reality - based Educational Game]

Sep 2019 – June 2023

Bachelor in Computer Arts | Foundation University, New Lalazar, Rawalpindi

- Core Competencies Developed: 3D Art, Animation, Computer Graphics, Digital Painting, Visual Communication, Web Design & Development, etc.

2017 - 2019

FSc. (Pre-Engineering)

APSAC, Orchard Area, Sector-b, DHAI-1, Islamabad

Marks: 814/1100

2015 - 2017

Matric (Science)

APS, Askari 14, Defence Road, Rawalpindi

Marks: 911/1050
