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DOB: 12/05/1987
Nationality: British

Personal Statement

It is my aspiration to bring images to life through the language of visual effects. I enjoy creating fantastical effects, keeping up with the latest VFX trends, and the creation of robust, efficient and artist friendly tools. I am inspired by complex natural and manmade phenomenon, explosions, smoke, disintegration, aggregation, fluids, and destruction. It is my aspiration to become a visual effects supervisor working with a team of talented and motivated people.

I have the ability to research thoroughly before attempting a project, the technical mindset to do so with speed and efficiency, the self-motivation and management to keep trying until having achieved what I set out to do, and the independence to not lean on others when unnecessary. I am a motivated, friendly and social person.

Work Experience

- **FX Artist at Eurocom Developments, Derby UK (January 2009 to September 2010)**

At Eurocom I have worked on 6 different next & current gen video games as part of a centralised VFX department, including GoldenEye 007, Dead Space Extraction, Rio, Disney Universe, G-Force, and Ice Age 3. My work required that I develop effects for environments, in game cut scenes, and pre-rendered FMV's, using Maya and Eurocom's proprietary software, as well as creating VFX specific HLSL shaders for next gen platforms.

- **FX Artist at Blackstone Studios, Dubai UAE (June 2008 - December 2009)**

At Blackstone I worked on various commercials and stills for reputable brands and large real-estate developments. My work typically involved all stages of development, from conception through to post-production, and often involved the creation and integration of CG with Film.

Software used included Houdini, Maya, Realflow, Nuke, Photoshop and Boujou.

- **Middle East Broadcasting Company (MBC) , Riyadh KSA (January 2008 - April 2008)**

As part of a University project, I developed a short commercial, with Nicholas Hampshire, for MBC. For this project, I explored shader creation within mantra, and rendering techniques. I used that knowledge to make a more realistic and convincing Ice shader, that was central to the commercial.

Education

Bournemouth University, UK – 2010/2011

M.Sc. in Computer Animation and Visual Effects.

Bournemouth University, UK – 2005/2008

B.A.(Hons.) in Computer Visualisation and Animation.

Skills

3d

- Houdini
- Maya
- PRMan
- Realflow
- Boujou

2d

- Nuke
- Fusion
- Shake
- Photoshop
- Premier

Programming

- C/C++
- VEX
- OpenGL
- GLSL
- Python

Language

- English (Native)
- Arabic (Intermediate)

References available on request.

Extra

I am currently completing an MSc in Computer Animation and Visual Effects. My master's project is on the rebuilding and specialisation of the Houdini Pyro/Smoke solvers for specific requirements, such as volcanic explosions or small scale gas explosions. I am expected to achieve a 'first' on the course.

I spend my free time playing various sports and games, socialising, travelling, educational documentaries and films.

Linkedin: <http://uk.linkedin.com/pub/ahmad-ghourab/16/165/236>

Showreel: <http://vimeo.com/24746744>