

Adnan AlQattan

3D ARTIST & ANIMATOR

A multidisciplinary 3D artist with a passion for animation. With an understanding of AAA pipelines and animation, I mix my love of academic mentoring with my technical proficiency. I am committed to giving the upcoming generation of artists the creative problem-solving abilities to tackle industry-standard procedure.

CONTACT

+97334666287
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Hamad Town, Bahrain

TECHNICAL SKILLS

SOFTWARE

- Blender
- After Effects
- Illustrator
- Photoshop
- Substance Painter

DISCIPLINES

- 3D Modeling
- 3D Animation
- 2D Animation
- VFX
- Motion Graphics

OTHER

- Microsoft Teams
- Microsoft Word
- Canva
- Google Workspace

SOFT SKILLS

Technical communication, public speaking, constructive critiquing, time management, continuous learning, adaptive mentoring.

LANGUAGES

- Arabic — Native
- English — Fluent

INTERESTS

Cinematography, drawing, reading, open source advocacy.

EXPERIENCE

Designer — Why Not Production

NOV 2025 – PRESENT

Working as a general designer across a wide range of tasks: social media management, 3D design, visual effects and video editing. Mentored a junior team member through the steps needed to produce a high-quality 3D environment for a short video, guiding them to the best result.

3D Designer — Freelance

JUN 2025 – NOV 2025

Spearheaded projects with large companies spanning event design to 3D animation, including an opening sequence for the Bahraini horse racing show “Al Raffah”, where I balanced a short turnaround against the quality the production wanted. Also mentored a client through the process of building a 3D environment, explaining how the work goes and the time frame that quality needs.

Jewelry Designer — Synectics

OCT 2024 – JUN 2025

Developed 3D jewelry designs to client preference and handled client communication directly. Mentored a junior team member on the 3D jewelry application.

Editor — Bmedia (Internship)

SEP 2023 – OCT 2023

Gained experience in narrative storytelling for commercial advertising.

EDUCATION

Bachelor of Graphic Design

BAHRAIN POLYTECHNIC · 2019 – 2024

PROFESSIONAL DEVELOPMENT

Alive! Animation in Blender

P2DESIGN ACADEMY · PIERRICK PICAUT

Character animation and cinematic movement.

AAA Game Character Creation

FLIPPED NORMALS · HAFEZ YADOLLAHI

High-end pipeline to industry standards.

Fundamental Anatomy for Sculptors

FLIPPED NORMALS · CHRISTIAN BULL

Human form, proportion and artistic foundations.

VFX & Compositing (Nuke NK101)

UDEMY · ALEXANDER HANNEMAN

Professional node-based post production and VFX workflow.

Animating 3D Cartoon Characters

DOMESTIKA · ULISES CERVANTES

The 12 animation principles, with an emphasis on character appeal.

