



ALI FAWAD

alifawad.artstation.com 

WEBSITE

SENIOR CHARACTER / CREATURE ARTIST / INSTRUCTOR

Mob: +971 50 818 4146 (U.A.E.) | Abu Dhabi - U.A.E

Golden Visa | Abu Dhabi | Creative Industry

COVER LETTER

My Name is Ali Fawad. Currently I am working remotely, fulltime, as a Senior Creature Artist at ABLIZMO Games Studio based in Australia. I am an accomplished digital sculptor with over 19-years of international experience in creating lifelike 3D models including characters and creatures for games.

THE LUNAR CODEX PROJECT

I feel extremely proud and privileged that I am the second artist from the *United Arab Emirates* whose artwork is being selected to be sent to the MOON to be permanently placed there on *Nobile Crater (Lunar South Pole Region)* in *The Lunar Codex project – The Polaris Collection, via SpaceX Falcon Heavy / Astrobotic MoonBox / Astrobotic Griffin Lander and NASA VIPER Rover.*

The artwork will be laser-etched on nickel microfiche and/or digitized on terabyte memory cards and enclosed in a time capsule and will be placed on the MOON in perpetuity.

The Lunar Codex is a set of time capsules launched on 7 NASA-related missions, including the work of 30,000 artists, writers, musicians and filmmakers, from 161 countries, in 7 time capsules launched to the moon.

"The Polaris Collection" is the 6th time capsule for *The Lunar Codex* scheduled in *December 2025* and will be launched via *NASA's CLPS-TO-CP11 mission.* The launch and landing will be live-streamed.

ALTIBA9

My Interview, as an artist, is featured permanently at *AL-TIBA9* (a curated live exhibition platform based in Barcelona, Spain. I was selected as one of the most talented artists and interviewed by the founder & curator Mohamed Benhadj to highlight my artistic career and introduce my work to the international contemporary art scene across the wide network of museums, galleries, art professionals, art dealers, collectors, and art lovers across the globe.

MY WORK CURRENTLY ON DISPLAY

My work is currently on display and is for sale at ALTIBA9s Art Gallery, hosted by **Artsy Inc.** Artsy, is a New York City based online art brokerage. Its main business is developing and hosting websites for numerous art galleries around the world as well as selling art for them.

PROPERGAANDA

My Interview, as an artist is featured permanently at **PROPERGAANDA** - a digital media production agency that conceptualize, produce and execute engaging videos and editorial content.

COLLECTOR'S ART BOOK

My work is selected and featured in the second volume of Al-Tiba's *Hardcover Collectors' Art Book*, titled *"Interviews With Artists"* as a limited edition museum-quality print. This book, showcasing my artwork, was launched and exhibited exclusively during the VIP opening of:

ARCOMadrid, International Artist's Book and Photobook Fair held from *22nd to 26th February 2023 in Barcelona, Spain.*

The book was also showcased at *ARCOLisboa*, International Artist's Book and Photobook Fair held from *25th to 28th May 2023 in Portugal.*

And *ArtsLibris*, International Artist's Book and Photobook Fair held from *9th to 11th June 2023 in Barcelona, Spain.*



THE LUNAR CODEX (SELECTION)

THE LUNAR CODEX™

FOUNDED BY SAMUEL PERALTA

250,000 CULTURAL ARTIFACTS FROM OVER 45,000 ARTISTS, WRITERS, MUSICIANS AND FILMMAKERS REPRESENTING 262 COUNTRIES & TERRITORIES AND 149 INDIGENOUS NATIONS, LAUNCHED OVER SEVEN MISSIONS FROM EARTH TO SPACE, THE MOON, AND BEYOND

Codex Orion launched Nov 16, 2022 to Lunar orbit & returned to Earth Dec 11, 2022 via NASA EM-1 / Artemis 1 mission

Codex Perseus launched Jan 8, 2024 to Lunar distance, Earth re-entry burn Jan 18, 2024 via NASA CLPS TO-2-AB mission

Codex Nova & ILO-X Lunar Codex camera launched Feb 15, 2024 & landed on the Moon Feb 22, 2024 via NASA CLPS-TO-2-IM mission

Codex Sorently launched Jan 15, 2025 to Mare Crisium, with landing targeted for Mar 2, 2025 via NASA CLPS-TO-19D mission

Codex Minerva launching to Mons Mouton NET Feb 26, 2025, landing NET Mar 6, 2025 via NASA CLPS-TO-PRIME-1 mission

Codex Polaris launching to Nobile Crater, Lunar South Pole region NET Dec 2025 via NASA CLPS-TO-20A mission

Codex Fraya launching to near-Earth object rendezvous & to deep space NET Dec 2025 via NASA CLPS-TO-CP11 mission

"A time capsule of human creativity, stored in the sky" - *The New York Times*
"How the Lunar Codex is aiming to change the Moon forever" - *CNN*
+ More about the artists on the Lunar Codex - [260+ news stories indexed](#)

The Lunar Codex is fully funded by *Incandescence* and asks for no fees of any kind from artists or institutions. Anyone soliciting such via email, direct message, *Patron*, *Kickstarter*, *Indiegogo*, *Gofundme*, or similar, is a scammer. *Incandescence* is not affiliated with the Lunar Codex despite any representation to the contrary. *Incandescence* does not profit and makes no revenue from the Lunar Codex project. The Lunar Codex does not and will not deal in non-fungible tokens (NFTs), crypto, or blockchain-related works, nor does it endorse, nor is it associated with any entities involved in such ventures, despite any representation to the contrary. See additional notes below.

LUNAR CODEX story spacecraft time capsules ARTS LETTERS AUDIO VIDEO MORE faq news C&C

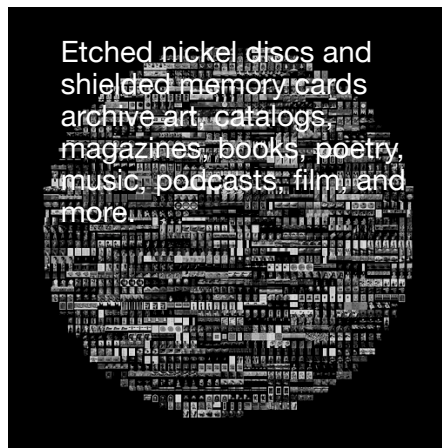


Gallery F

CELEBRATION

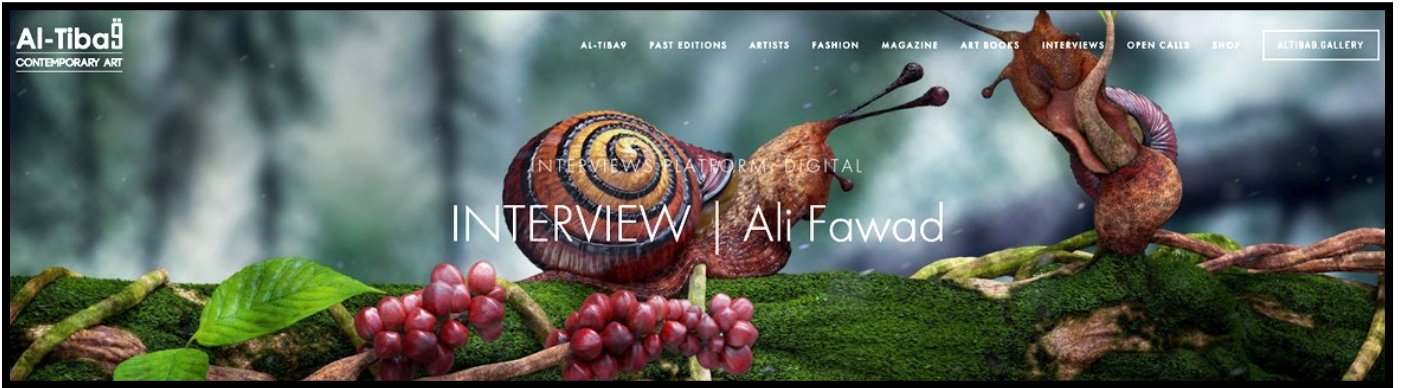
Ali Fawad (2020) - GM1
Pakistan / United Arab Emirates
- Digital sculpture
- 3840 x 2235 px

[LINK TO THE LUNAR CODEX GALLERY](#)





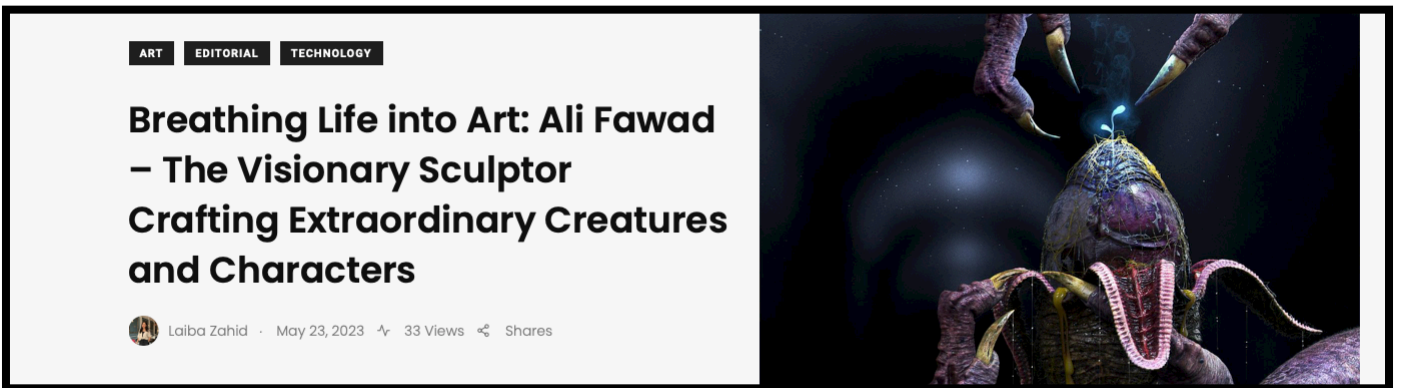
AL-TIBA9 (INTERVIEW)



[LINK TO THE ARTICLE](#)



PROPERGAANDA (INTERVIEW)



[LINK TO THE ARTICLE](#)



COLLECTOR'S ART BOOK

[LINK TO THE BOOK](#)



ARTWORK ON DISPLAY

[LINK TO THE GALLERY](#)





WORK EXPERIENCE

February 2024 - November 2024 (Freelance)

FREEMANS RESIDENTIAL

Senior Graphic Artist

Australia



- Manage multiple design projects and deadlines efficiently, ensuring high-quality results within specified timeframes.
- Develop and create visually appealing designs for a variety of media including print, digital, and social platforms.
- Ensure all design elements are pixel-perfect and maintain high standards of accuracy and consistency.
- Prepare and optimize designs ensuring files are correctly formatted for print or digital output.
- Design print-ready materials, ensuring compatibility with print production processes and appropriate file formats.
- Develop and implement branding strategies while ensuring consistency in design elements across all platforms.
- Work closely with the CEO and other departments to ensure design goals align with project objectives.
- Translate complex ideas and messages into visually engaging designs that are clear and effective.
- Apply expertise in typography, color theory, and layout to produce designs that are aesthetically pleasing and functional.
- Adjust designs based on feedback and evolving client needs.
- Design layouts for brochures, magazines, websites, and other promotional materials.
- Create visually appealing and user-friendly websites, landing pages, and digital banners.
- Create large-scale advertising projects for advertising billboards and bus wraps.
- Maintain a portfolio of completed work that showcase a broad range of design skills, including large-format and outdoor advertising projects.



WORK EXPERIENCE

July 2021 - Present (Fulltime)

ABLIZMO GAMES

Senior Creature Artist

Game Title: Overlode

Australia

Title: Battle Over Azmonite - Steam Store

www.overlode.game

www.ablizmo.com



- Creating and modifying content, including 3D modeling/sculpting organic creatures, based on the game concepts and defined technical requirements.
- Working directly with the Art Director, Art Lead and Concept Artist to create creatures that represent the conceptual designs and fit the overall aesthetic and artistic vision.
- Presenting effects of my work and efficiently justifying my projects decisions.
- Ensuring character assets are of the highest artistic quality, uphold the integrity and artistic vision of the game design as a whole.
- Retopologizing the models with multiple LODs(Level of Details) according to the defined technical requirements for animation.
- Creating and setting UV layouts.
- Creating and painting high quality Physical Based Rendering (BPR) and 2D textures.
- Preparing and setting up the high-poly creatures for 3D printing.
- Preparing and setting up the professional Media Pack Brochures.
- Developing professional graphics for the "overlode" Website.
- Proactively communicates and identifies issues, as well as helps drive participation in discussions.
- Actively improves skill set and abilities by keeping aware of industry trends and techniques, evaluating competitive products, learning new software packages, and traditional art methods.

April 2021 - Present (Fulltime)

CRYPTO ART - NFTs

NFT Artist and Collector

At Foundation and OpenSea

www.foundation.app/@alifawad

www.opensea.io/collection/critterlabs



- Actively involved in creating and collecting NFTs on various platforms using Ethereum Blockchain.
- Sold two of my NFTs at Foundation.
- Involved in mentoring the fellow artists to improve their work by giving them creative feedbacks.



WORK EXPERIENCE

December 2020 (Freelance) (2 Weeks)

BOOTIKI

3D Dress Design Artist

United States



- Designed and modeled one Tech Pack - a complete 3D dress for custom virtual worlds where shoppers can purchase ultra realistic branded digital clothing using aspirational avatars on mobile web throughout the ever-growing metaverse.

November 2019 (Freelance) (3 Weeks)

INNERSPACE

3D Artist

Austria



- Modeled an HTC VIVE PRO Headset down to detail, for real-time display in VR.
- Ensured successful completion of the project within the deadline.

October 2019 - Present (Freelance)

DEPARTMENT OF CULTURE AND TOURISM – ABU DHABI

Instructor - Graphic Design

Mawhibaty Talent Development Program

Abu Dhabi, United Arab Emirates

Mawhibaty Season Ending Exhibition 2023

Mawhibaty Season Ending Exhibition 2022

Mawhibaty Season Ending Exhibition 2021



دائرة الثقافة والسياحة
DEPARTMENT OF CULTURE
AND TOURISM



- Actively involved in teaching Graphic Design courses under the MAWHIBATY Program to students from different schools in the U.A.E.
- Assisting and preparing students in developing their Graphic Design portfolio for admissions in colleges abroad.
- Encourage students to participate in external competitions.
- Preparing students for the end of year exhibition.
- Continuous support and feedback throughout the week.
- Create and update monthly teaching plans on shared folders.



WORK EXPERIENCE

March 2018 (Freelance) (2 Weeks)

AFTERMATH PRODUCTIONS

Outsourced 3D Artist

Moscow, Russia



- Modeled a 3D Jacket and a Scarf - game asset.
- Ensured successful completion of the project within the deadline.

May 2016 - Feb 2017 (Freelance) (10 Months)

EPOCH GAMES

3D Artist

Game Title: The Lays of Althas: Sundered Order

United States



- Established and improved 3D characters including male/female, jewelry assets and dresses based on the concept for the lays of Althas: Sundered Order. (A single player RPG game).
- Modeled historic creatures and furniture assets based on the concept art and technical specifications.
- Ensured that all material were compliant with company standards. Created tiling textures using Photoshop. Integrated art assets into content pipelines.
- Helped with game ready assets delivery and implementation.
- Maintained high quality and productivity throughout the project while meeting the deadlines. Evaluated character content and performed on final polishing if required.



WORK EXPERIENCE

June 2014 - August 2017 (Fulltime) (3 Years 3 Months)

SPRINT OIL & GAS SERVICES

Graphic Artist / Marketing Executive

Dubai, United Arab Emirates



- Designed and created company's new products and equipment brochures.
- Developed and communicated company letterheads, proposal and bid format for each operating country.
- Developed a shared filling system to be populated by all locations and accessible to the HQ technical and QHSE (Quality, Health, Safety, Environment) department.
- Ensured that filling system in all operating locations is mirroring the head quarter system. Performed weekly audits and spot checks to ensure the admins on other locations are keeping their respective location filling systems up to date.
- Assembled oilfield activity data for required markets.
- Consolidated and maintained a monthly update of revenue by segment and sub-segment and a monthly update of new technology revenue by country, segment, client and technology.

XaitPorter Champion / Admin

(An online data collaboration, and database system)

- Designed and created various customized templates of the document on XaitPorter as per each document requirements.
- Ensured design, structure and layouts of the system remained intact.
- Ensured XaitPorter worked efficiently. Troubleshooted any irregularity or indecency related to system structure and security.
- Coordinated and provided assistance to location XaitPorter admin(s) in order to resolve their issues if any.
- Set filling structure for countries and HQ, including tenders, proposals, post-job reports on XaitPorter.

STEP Training Coordinator (Sprint Training & E-Learning Program)

- Ensured design, structure and layouts of the system remain intact. Any irregularity or indecency related to system structure and security were monitored and eliminated.
- Delivered assistance to Location STEP Admin(s) in order to resolve their issues related to STEP System, if any.



WORK EXPERIENCE

September 2013 - December 2013 (Freelance) (4 Months)

KHAWARIZMI INTERNATIONAL COLLEGE

Visiting Lecturer

Abu Dhabi, United Arab Emirates



- Taught two Graphic Design subjects:
 - Visual Communication
 - Desktop Publishingin their Academic program – CGA (Computer Graphics and Animation).
- Software taught - Adobe Illustrator, Adobe InDesign.
- Imparted well outlined and methodical theory classes along with practical sessions that provide hands on training to the students.
- Planned practical sessions in such a way that students get opportunity to use and practice their lessons adequately and individually whenever possible.
- Created comprehensive classroom assessment methods and techniques, adopted effective tools that were compliant with the college regulations.

January 2012 - March 2017 (Freelance) (5 Years 3 Months)

FORK PARTICLE

Senior 3D Artist

United States



- Participated in the creative processes and implementation of various 3D artworks that adhere to the art direction and style established for the graphic technology products.
- Maintained high quality and productivity throughout the projects while meeting the deadlines. Evaluated character content and performed on final polishing if required.
- Ensured successful completion, execution and implementation of the projects within the approved budget.
- Interacted with the clients to facilitate smooth communication for analyzing the business requirements and also provided appropriate solutions for the clients.
- Demonstrated a broad range of professional skills including the high-poly and low-poly modeling, UV Mapping, texturing, lighting, rendering and basic animations.
- Organized a large library of art assets.
- Ensured accurate documentations for production methodologies and techniques as well as aided with the team to develop best practices for art creation.



WORK EXPERIENCE

April 2006 - September 2013 (Fulltime) (7 Years 6 Months)

SCHLUMBERGER

Graphic Artist / Wireline Segment Assistant

Abu Dhabi, United Arab Emirates



- Participated in internal magazine preparation. Improved content and images for internal and external schlumberger web-resources in accordance with the company's corporate policy and style.
- Delivered technical support to control internal and external schlumberger web-resources as well as maintained the internal and external site content up-to-date.
- Restructured market shares, competitors' revenues and rig-charts, in a web based internal schlumberger application, including CRM (Customer Relationship Management).
- Acted as a COMCAT(Commercial Catalog) admin to formulate, update and maintain the price-books for the logging tools. Administrated Field Ticket Light (FTL) a web based internal schlumberger application, software for field ticketing.
- Generated and sustained site security procedures, process site risk identification reports (RIRs). Implemented appropriate action and use the standard QHSE reporting process.
- Actively established, studied and maintained knowledge of security policy/procedure and practiced as recommended by schlumberger-IT and QHSE.
- Organized local security awareness program in alliance with Personnel and QHSE (Health Safety & Environment).
- Drove and conducted audit in the site against the site security procedures. Worked closely with the local management team and appointed appropriate systems personnel to resolve discrepancies.
- Aided with the team to conduct marketing research of oilfield services in regional Geomarket.

August 2004 - April 2005 (Fulltime) (9 Months)

St. Mary's School

Computer & Art Teacher

Quetta, Pakistan



- Planed and prepared computer art activities and guided students towards the achievement of curriculum and district objective.
- Develop a program to meet the needs, abilities and interests of students.
- Incorporated new technologies and tools in the creative process.
- Taught students how to identify elements and techniques used to create concepts.
- Taught students to apply elements of design and modern principles of art.
- Developed students' knowledge of visual arts and media through art theory and history.
- Taught students how to create a functional portfolio of their art works.
- Assisted students with effective display and presentation of their artworks.



WORK EXPERIENCE

June 2004 - December 2004 (Freelance) (7 Months)

DAWN PUBLICATIONS(PVT) LIMITED

Graphic Designer / PageMaker

Quetta, Pakistan



- Designed, posters, websites, logos, brochures, and pages for the private DAWN newspaper.
- Planned concepts by studying relevant information and materials.
- Illustrated concepts by designing examples of art arrangement, size, type size and style and submitting them for approval.
- Coordinated with outside agencies, art services, web designer, marketing, printers, and colleagues as necessary.
- Created a wide range of graphics and layouts for product illustrations, company logos, and websites with software such as photoshop and indesign.
- Reviewed final layouts and suggesting improvements when necessary.



EDUCATION

2002 - 2003

EXECUTIVE (MS) INFORMATION TECHNOLOGY

Majors: Multimedia

PIMSAT - Preston Institute Of Management Science & Technology

2000 - 2002

BACHELOR OF SCIENCE - INFORMATION TECHNOLOGY

Majors: Multimedia

PIMSAT - Preston Institute Of Management Science & Technology



KEY SKILLS

| | |
|---------------------------------|--|
| • Graphic Illustrations | • Lighting/Rendering |
| • 3D Character Design | • Compositing |
| • 3D Creature Design | • Special Effects(VFX) |
| • Digital Sculpting | • Digital Printing Skills |
| • Concept Design | • 3D Printing Skills |
| • High-Poly Modeling | • Academic Instructor |
| • Low-Poly Modeling | • Production Management |
| • Organic Modeling | • Technical Support and Training Skills |
| • Hard Surface Modeling | • Project Management, Operations |
| • Poly Painting Skills | • Strategic Planning and Analytical Skills |
| • UV Mapping Skills | • Scuba Diving |
| • (BPR) and 2D Texturing Skills | • Underwater photography and film making |



SOFTWARE PROFECIENCY

| | | | |
|---------------------------|--|------------------------|--|
| • Pixologic ZBrush | | • Adobe Illustrator | |
| • AgiSoft Photo Scan | | • Adobe Indesign | |
| • Marvelous Designer | | • Adobe Premiere Pro | |
| • Substance Painter | | • Adobe After Effects | |
| • Pixologic Sculptris Pro | | • Materialize | |
| • 3D Studio Max | | • Keyshot | |
| • Headus UVLayout | | • Unreal Engine | |
| • Mental Ray | | • Crazy Bump | |
| • VRay | | • XNormals | |
| • Topogun | | • Microsoft Windows OS | |
| • Adobe Photoshop | | • Macintosh OS | |