

Omar S Qandeel

Snr. 3D Animator and Motion Graphic Designer

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Profile

My name is Omar Qandeel, I graduated as a feature animator from iAnimate animation school (<http://iAnimat.net>), and Animsquad (<http://animsquad.com>), and two weeks of an intensive animation course in the Czech Republic at Anomalia (<http://Anomalia.eu>).

I hold a Bachelor's degree in graphic design, a Master's Degree in 3D animation from CGL/IFS (International Film School) Köln - Germany (in the final thesis), and a Diploma in interior design.

[Interview](#) ↗

Professional Experience

02/2014 – present
Al Ahmadi, Kuwait

Snr. 3D Animator and motion graphic designer

KOC, Kuwait Oil Company

KOC is the largest company dealing in drilling and oil production in Kuwait. As a 3D animator and motion designer, my responsibility is to design and create short films to explain policies related to the health and safety of our employees, in compliance with The HSE.

In our department, we also work on video editing and adding 3D interactive content for specific events and ceremonies. This assists other teams to be successful while working on their own projects. KOC supports continued education and I have taken advantage of these opportunities which have positively impacted the working environment at our workplace.

- Animation, and make a complete animation story.
- Infographics and motion graphic design.
- Logo design and corporate identity.

03/2012 – 02/2014
Salwa, Kuwait

Snr. 3D Animation Artist

3ain.tv

At 3ain, we had a lot of fun, as a professional and hardworking team, we did a lot of projects together, and everyone had his part to play to bring the projects to life!

My main part as a 3d art and animation generalist was to make every part of the story in-house. Starting out with the scenario and story part, during voice-over, 3d modeling, texturing, rigging and animation, and rendering, until the end of the project. Most of the animation we worked on, was (MOCAP) motion capture.

We completed 30 episodes of Kuwait culture TV series, the duration of each episode was around 10 minutes long.

We worked on 5 new different TV series, each one had a different Story, characters, and location, with about five episodes for each of them. We used also MOCAP for most of them. We completed many TV commercials for several companies, in various fields. Many of them became a trend and well-known in our country.

It was a great experience for me and the team and we solved a lot of problems together.

07/2009 – 04/2012
Jabria, Kuwait

Motion graphic designer

Afasy TV

In this position, my duties were entirely focused on the medium of TV. This meant my professional ability to use industry-standard software After Effects and Autodesk Maya, (Photoshop and Illustrator) was paramount.

Skills: Video Editing

07/2007 – 07/2009
Shwaikh, Kuwait

Motion Graphic Artist

TNA Advertising Agency

Here I began refining my art, design, and vision.

Soon after relocating to Kuwait, I worked here at TNA, I started to boost my experience by working closely with professionals.

My responsibilities were:

- Making professional designs and branding for VIP clients.
- holding meetings to study projects and formulate strategies.
- Brainstorming, sketching, and digging deep into design in order to collate a variety of options to showcase to clients.
- Developing and renegotiating so as to refine client requirements and needs.
- Formulating and giving presentations on 3D motion design, and video editing to a very high standard.
- Following up with customers until absolute satisfaction is achieved, and delivering it in print, or by social media marketing and advertising.
- Working diligently with my colleagues and team members, building strong connections, and making great relations and friendships.

Skills: Video Editing

10/2004 – 09/2007
Amman, Jordan

Graphic Design Instructor

The Arab collage

Soon after graduation, I became an instructor at my former College and began to work alongside my former instructors. In this position, I learned to speak in public, dress professionally, and how to be punctual.

These skills made the foundation for my academic career and with this knowledge, I was able to impact the local community of artists.

Together we worked on free-lancing projects with students in local art studios and other related companies.

Lead a team of designers, and make the right decisions.

05/2004 – 10/2004
Amman, Jordan

Graphic Design Specialist

AINOOL MARKETING AGENCY [🔗](#)

After graduation, I started my graphic design career at Al-Nool Marketing Agency in branding and marketing. Much of the experience I gained was in customer service and communication. I worked closely with clients to understand their products, research the market, and develop solutions for their marketing needs.

Using Adobe Illustrator and Photoshop, I brought my marketing ideas to life and used my knowledge to problem-solve any marketing-related issues. In addition, I learned Adobe After Effects and Maya software programs.

Education

08/2021 – present
Cologne, Germany

Master's Degree

CGL / TH Köln [↗](#)

3D Animation For Film and Games from CGL/IFS (International Film School) Köln - Germany

The Master of Arts in 3D Animation for Film & Games is a project-oriented cooperative study programme of the Cologne Game Lab of the TH Köln (University of Applied Sciences) and the ifs internationale filmschule köln. It allows students to pursue their career in the media industry, while at the same time expanding their expertise in 3D animation areas in such as design, technology, and dramaturgy within an academic context.

The MA 3D Animation for Film & Games prepares students for this dynamic working environment through a clear hands-on approach, cooperation with the industry and a wide portfolio of media theory, ultimately enabling them to shape the evolving field between linear and non-linear productions.

09/2001 – 06/2024
Amman, Jordan

Bachelor's degree

Al-Yarmouk University [↗](#)

All kinds of art in the world belong in the same basket, whether it be writing, film, animation, drawing, or painting. It doesn't matter, they all come from the same source. CREATIVITY and HARD WORK...

When you study a certain type of art for a period of time you will become professional at it and enter a new world of imagination.

Five years of studying three different types of art is a strong weapon to build yourself and your creative mind.

09/1999 – 09/2001
Amman, Jordan

Diploma

The Arab College

Grade: Excellence

I started studying at the Applied Art College (Diploma) of Interior Design and joined the

Institute of Fine Arts part-time in the evening. At the end of two years, I graduated with two certificates. When I took the National Test for Interior Design, I accomplished

the best test results in the entire Kingdom of Jordan.

After that, I continued to earn my Bachelors Degree in Graphic Design. Upon completion of my degree, I was hired by Applied Art College to teach graphic design classes as a Professor / Teacher.

Courses

2017
Budejovicka 73,
Czech Republic

Quality & Details in 3D Animation [↗](#)

Anomalia

Activities and societies: Here we are focused on minimal, quick exercises to build muscle memory on adding truthfulness of acting and polish with extra details to a nearly finished animation. Besides being a 3D animator at PIXAR, our instructor Eliza is also a very skilled and sensitive 2D artist, which benefits her art in 3D as well as applies well shape-driven animation in 3D which is being done at PIXAR more and more.

01/2019 – 10/2019
Online

Feature Animation [↗](#)

Animsquad / American School

Expert Animation, Feature Animation

Activities and societies: During the 12 weeks (For each level of the workshop), I made three high-end shots, varying from body mechanics to dialogue shots. We focused on strong, clear acting performances. We learned how to focus on the essence of emotion and dialogue, and how to avoid over-acting and unappealing performances. Having completed the course I can say from experience this is truly some of the best hands-on tutoring in the industry

08/2014 – 04/2016
Online

3D Feature Animation [↗](#)

iAnimate / American School

iAnimate 3D character animation course is a complete set of seven workshops. Each workshop is designed to teach the skills, workflows, and principles needed to succeed in this amazing industry. All instructors are currently producing the animation you see in many of your favorite feature films today. The goal is to teach how to create that great, believable animation; animation that connects with audiences around the world.

Officially! and after two years of hard work, I'm certified in feature CG Animation, thank you all of you guys for your support :)

Feature Animation Workshops 2-6. Instructors: Michael Kiely, Alexis Wanneroy, Ken Fountain, Jacob Gardner, Tal Schwarzman, Ted Ty.

2022
Al Ahmadi, Kuwait

3D modeling and printing

Habara Innovation Center

For the duration of three weeks, we created some simple 3D model objects using the Tinkercad software made by Autodesk and printed them in an Ultimaker 3D Printer.

The 3D Shaper is more advanced software that we learned to use on iPad and PC to create more complex 3D objects.

In the last step of the process, we exported the models as an OBJ file and imported them to the Ultimaker Cura app where the actual size of the object is known before printing and gives any foundational support for the printed objects. It was a very important experience to see 3D objects go from the screen to reality.

Projects

07/2022 – 02/2023

Darb Assalamah / Veerflow [↗](#)

Senior 3D Animator

United Arab Emirates

As the animation specialist at Veerflow, my role in the TV awareness show about traffic is crucial in bringing the visual elements of the show to life. I work closely with the creative team to develop animations that complement the educational and informative aspects of the show.

11/2020 – 07/2021

Wizart Animation Studio / Russia [↗](#)

3D Animator / TV Show

KEEPERS OF WONDERS

Three superheroes fight evil and embark on incredible adventures. As soon as trouble happens, Kai, Gerda, Aisi, and Luta turn into brave Keepers of Wonders and rush towards magical adventures full of secrets and fun.

02/2021 – 05/2021

HAZIS BAKQOL / 3D animated film 

3D Animator / Astir Animation Studio

- Ukraine

Awards winner short film - ⚡ Astir animation studio has released a new National 3D animated film "HAZIS BAKQOL". This film is based on the story of Alisher Navoi's "Lison ut-tayr"!

01/2020 – 09/2020

AZEEZA a dear soul

Director / Animator_Short Film

Awards winner short film. Aziza is a short story about an old woman and her husband living in their village home. During a visit from their daughter, the real challenge and importance of caring for the elderly is revealed.

This is a project I worked on during the Covid-19 pandemic. It was a tough and very joyful journey for one person, a real one-man show. At the same time, I worked on all the processes of the pipeline; starting from the writing of the story until the rendering and compositing stage, including all the stages such as modeling, texturing, lighting and animation.

- I used ready characters rigged from <https://longwintermembers.com>
- The great artist Ahmed Al-Kurdi composed the music for me.
- The beautiful voice-over was prepared by the artist Zeyneb Larabi.
- Thanks to BoNawaf Mr.Ali Al-Ali for sport and help, Rebekah Tapia for text editing, and all my friends, family, and community.

10/2019 – 02/2020

Azrur / Amman-Jordan 

Animation Leader

Awards winner short film - I worked with some animator friends on a short movie named Azrur (Buttons), as an animation lead. It was a fun and great experience to work remotely with everyone at home as one team.

“Azrur is a story of innocence, child’s wonder and loss, about how a small symbol becomes the light at the end of a dark tunnel, no matter how bad it may seem there will always be Hope”

Directed and Written By Ahmed Jaber

Team :

Director :Ahmed Jaber | Producer: Mohammed Al Ruqab | Animation Director: Omar Qandeel | Music : Omar Habbak | Concept Artist : Ammar Bazadough | TD : Ahmad Shalaby | Animators: Abdurrahman Zhukoff | Assad Issa | Asem Tariq | Modelling : Ahmed Jaber | Mohammed Alruqab | Abrar Abdelal | Texturing Artist : Ahmed Jaber | Project Coordinator : Mohammed Ihmid

With very hard work, collaboration, live previews, and enjoyable weekly meetings, we killed it - nicely done!

02/2018 – 05/2018

Awards winner short film - ART

3D Animator

The University of Southern California / United StatesUnited States

Awards winner short film - ART is about an automotive repair robot struggling to maintain his sense of purpose in an abandoned world where his services are no longer needed. His routine is interrupted by a playful orphaned kitten, but ART dismisses her as an annoying distraction. A serious accident forces him to realize that, to her, he’s not obsolete

Skills: Autodesk Maya · 3D Animation · Character Animation

02/2019

Udemy [↗](#)

I am an instructor with a passion for teaching animation. With 8 completed courses on Udemy, I have had the privilege of sharing my knowledge with over 5500 students. From beginners to advanced learners, my courses cover all levels of animation. I am proud to say that my courses have received a very good rating from my students, which is a testament to my dedication to teaching. I believe that learning should be engaging, fun, and interactive, which is why I strive to create a dynamic learning experience for my students. With my expertise in animation and my commitment to teaching, I am confident that my courses will help you achieve your goals and become a successful animator.

Skills

Animation Direction	● ● ● ● ●	3D Animation	● ● ● ● ●
		Autodesk Maya and Blender	
Teaching and Instructing	● ● ● ● ●	Motion Graphic Design	● ● ● ● ●
		Adobe Suite	
Modeling, Texturing and Rendering	● ● ● ● ●	Painting And Drawing	● ● ● ● ●
Arabic Calligraphy	● ● ● ● ●		

Languages

- Arabic
- English