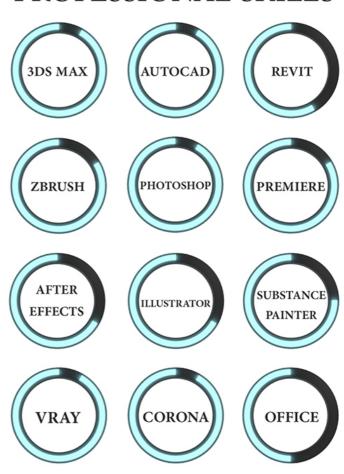


PROFESSIONAL SKILLS



EDUCATION

ARCHITECTURE:

- · Graduated from Architecture Faculty at the Tishreen University
- Lattakia, Syria. (2016)

FINE ARTS:

 Certificate diploma of Fine Arts from Sobhi Shoaib Centre Fine Arts in Homs. (2011)

WORK AND EXPERIENCE

- Senior Architect El Khazen CO, Lebanon (2018-2019)
- Senior Architect Doonbeyt Design, Lebanon (2017-2018)
- Senior Architect MEMARDR Architectural Office, Lebanon (2014-2016)
- Graphic Design Teacher Touhama Technical Center (2013-2016)
- Graphic Designer and Architectural Consultant worldwide -Freelance (2010 - present)
- Relevant clients and competitions: Johnnie Walker Lebanon, Mag Lab Competition, El Rami Arak.

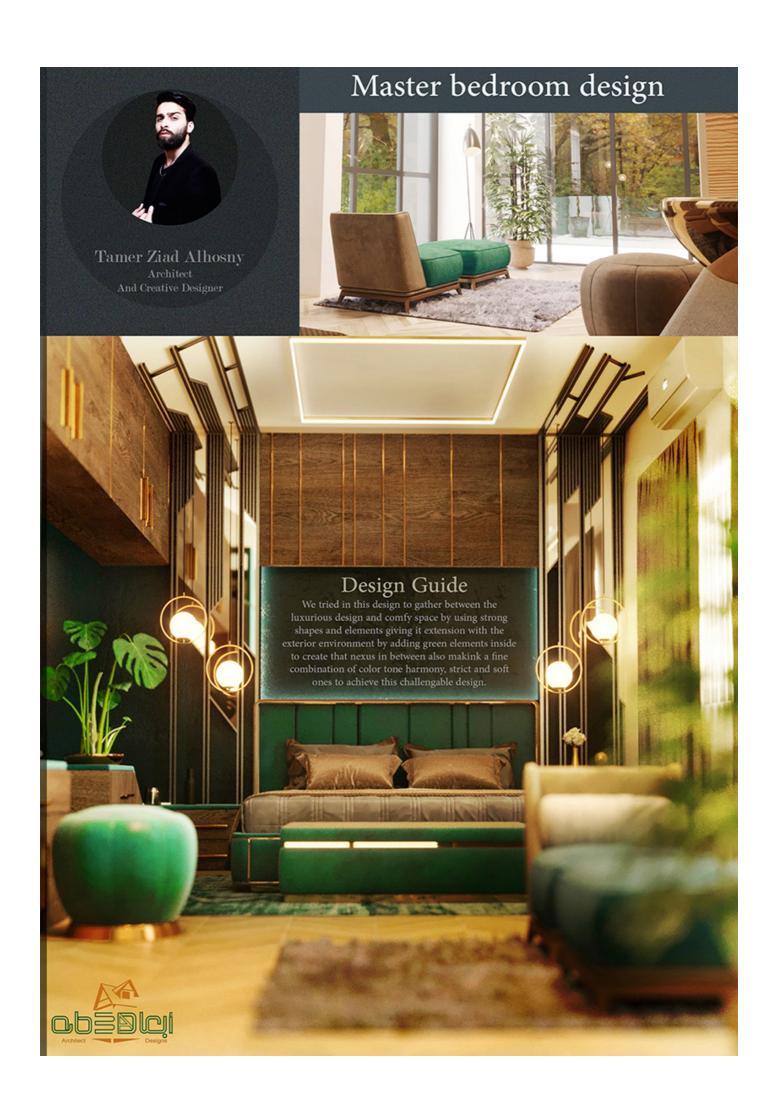
LANGUAGES

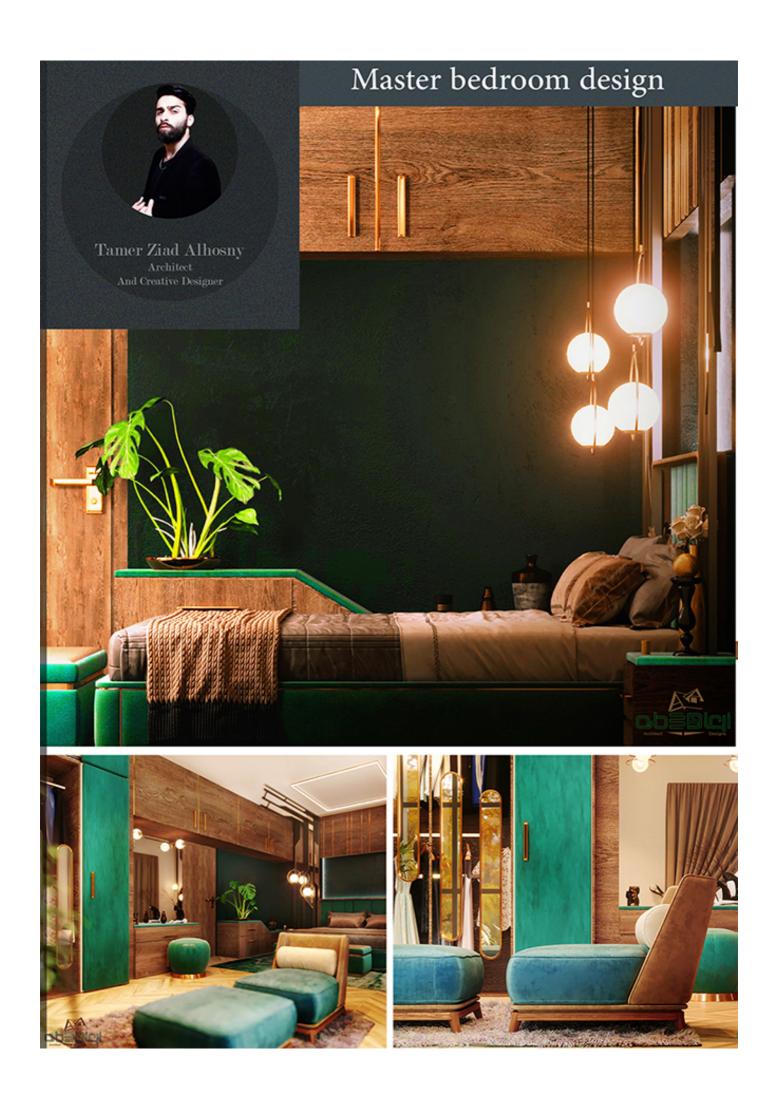












Living Room







Living Room

Location: South Lebanon

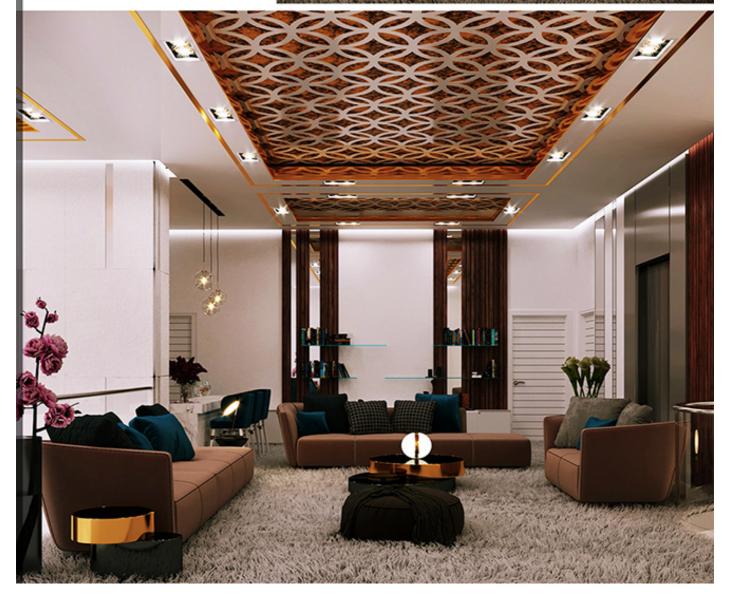




Living Room



Location : Chouf Mount Lebanon



Living Room



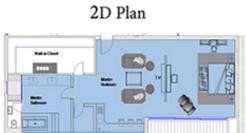
Location : Chouf Mount Lebanon



Classic Master Bedroom

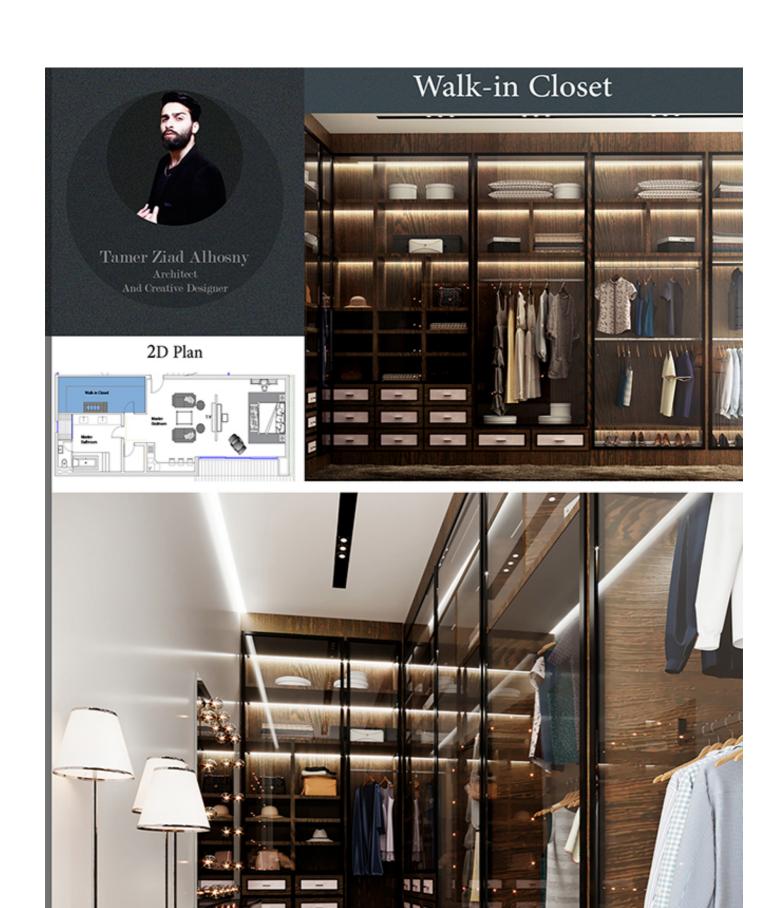
Location : Chouf Mount Lebanon

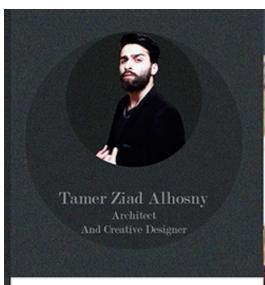
Tamer Ziad Alhosny









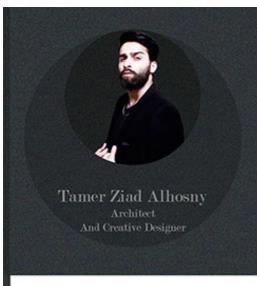


Softwares:

3ds max , detailing modeling evironment and rendering Photoshop , post production







Softwares:

3ds max , detailing modeling evironment and rendering Photoshop , post production

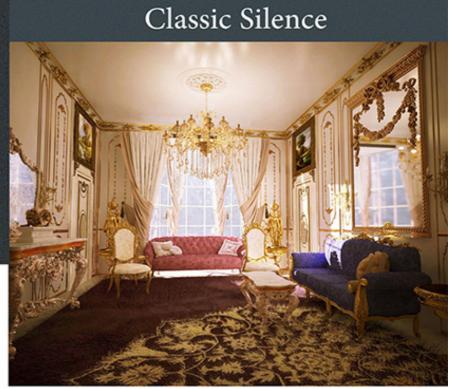






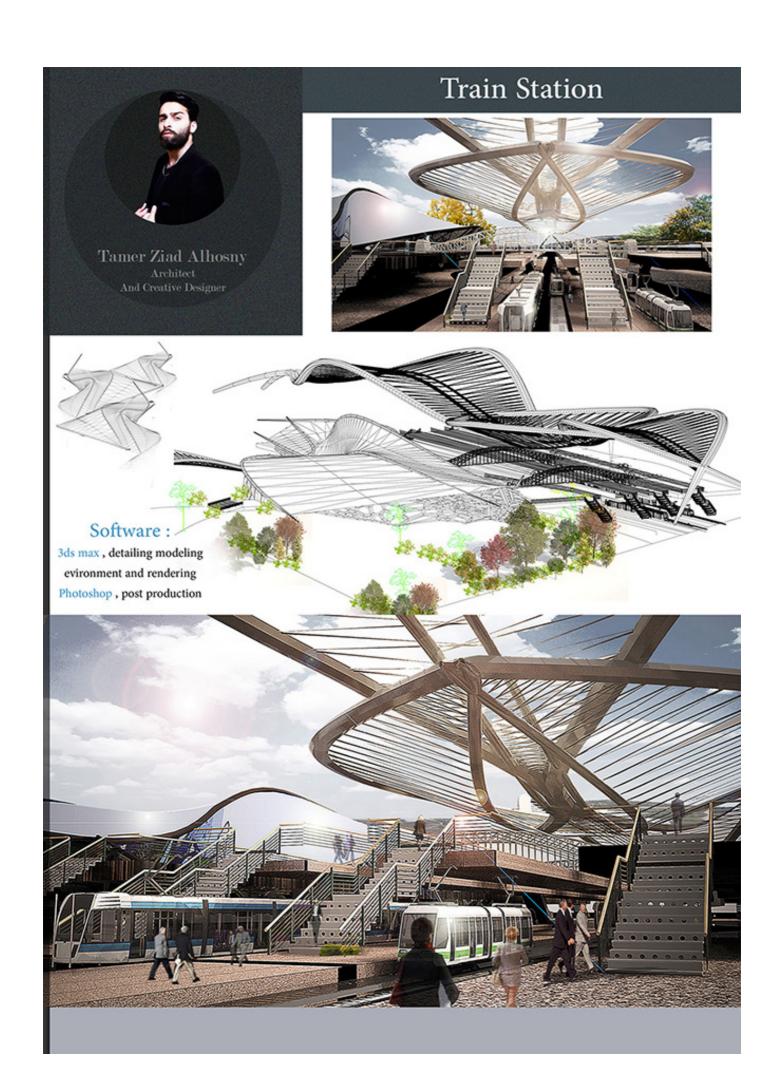
Softwares:

3ds max , detailing modeling evironment and rendering Photoshop , post production



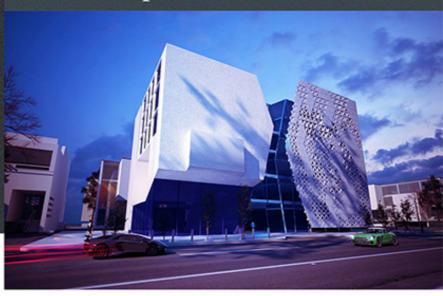






It's designed using a smart skin system to represent the flexibilty of the design to afford a modern solution to simualte the sun lighting needs all around the day for the handicaps rooms

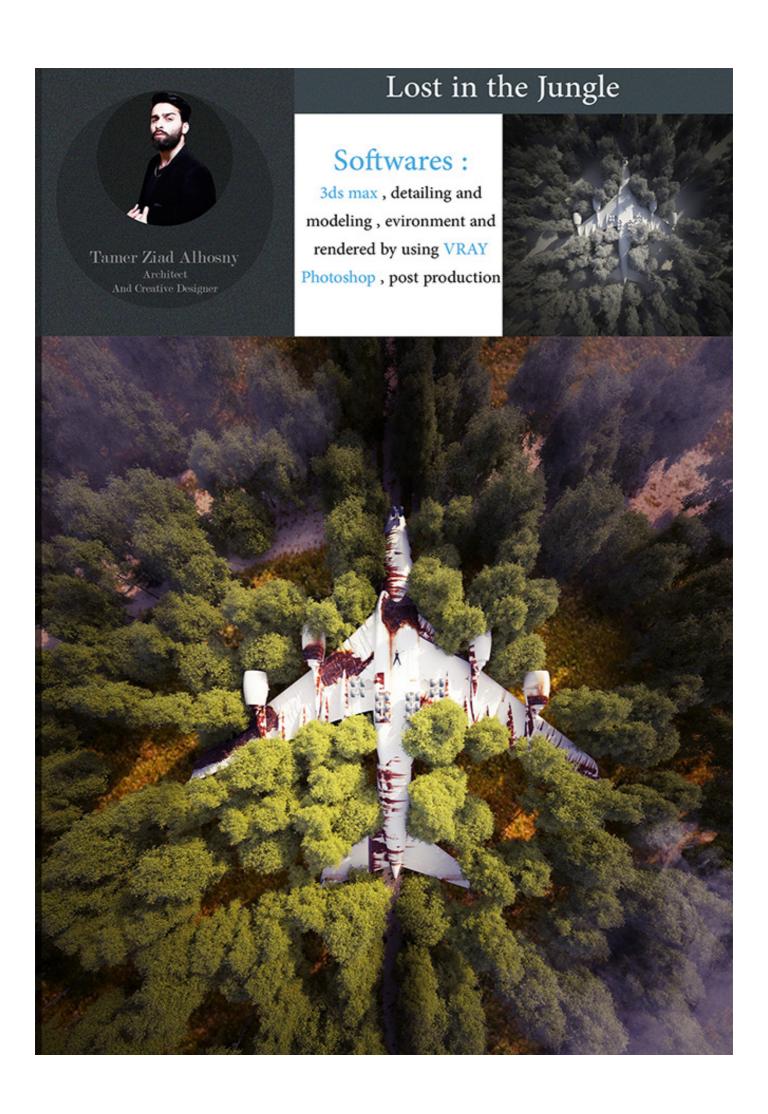
Handicaps Entertainment Center



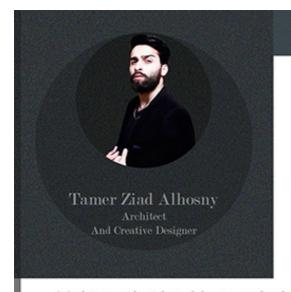
Softwares:

 $3ds\ max$, detailing modeling evironment and rendered using VRAY, Photoshop for post production





Your perfume is kept beyond your smile



Working on the 3d model was not that hard challenge but it was in how to add the perfect ratio and reaching a convinving materials that it staisfy the viewer eyes





Zarifa

Softwares:

Zbrush , detailing and modeling

3ds max , evironment and rendering

Photoshop , post production



