

OMAR KHUFFASH

Game Designer & 3D Environment Artist

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PROFESSIONAL SUMMARY

Game Designer and 3D Environment Artist who builds playable, atmospheric 3D worlds and owns the full art pipeline from high-poly sculpt to optimized, in-engine result. Comfortable across Blender, ZBrush, and Substance 3D Painter, and equally at home wiring assets, lighting, and camera work into Unity and Unreal Engine 5. Ships end to end as a solo developer and freelancer, and pairs environment and prop production with real gameplay and level design instincts. Open to remote work and relocation.

EXPERIENCE

Freelance 3D Artist — Pandagunda

2024 – 2026

- Delivered character sculpts and full environment art for a music video, plus game-ready prop assets for advertising work.
- Owned each asset across the complete pipeline: modeling, sculpting, retopology, UVs, PBR texturing, and delivery to client spec.

SELECTED PROJECTS

Overgrown Interior — Unreal Engine 5 | 3D Environment Artist

2026

Cinematic Scene • Blender > ZBrush > Substance 3D Painter > UE5 (Lumen)

- Built a fully realized overgrown-interior cinematic scene as a portfolio hero piece, taking every asset from sculpt through PBR texturing to final render inside UE5.
- Handled scene composition, modular set dressing, dynamic Lumen lighting, and cinematic camera framing to hit a grounded, atmospheric mood inspired by The Last of Us and Dying Light.

Gloomfall — Unity | Game Designer & 3D Environment Artist

2026 – Present

- Designing a cinematic 2.5D puzzle-platformer built around traversal, environmental interaction, and a throwable-ball mechanic.
- Leading gameplay systems and level blockouts while producing environments, props, lighting, camera sequences, and performance-optimized Unity assets.

Swift Strike — Unity | Solo Developer

2025

- Built a fast-paced 3D parkour speedrun game with melee combat and grappling-hook traversal, solo across design and code.
- Owned the full stack: C# gameplay scripting, movement systems, level design, 3D assets, texturing, animation, and Unity integration.

Nightwood Shadow — Unity | Game Designer & 3D Artist

2026

- Designed the core concept, mechanics, and level flow for an atmospheric 3D game, then produced its environments, foliage, characters, shaders, and optimization.

TECHNICAL SKILLS

Environment & Prop Art	3D Modeling, Sculpting, Retopology, UV Unwrapping, Baking, PBR Texturing, Modular Assets, Set Dressing, Real-Time Lighting, Optimization
Game Design	Gameplay Design, Level Design, Game Mechanics, World Blockout, Rapid Prototyping, Player Movement, Pacing
Engines & Dev	Unreal Engine 5 (Lumen), Unity, C#, VR Development
Tools	Blender, ZBrush, Substance 3D Painter, Photoshop, Maya (Basic), Cascadeur, Premiere Pro, Figma

EDUCATION

Bachelor of Game Design — An-Najah National University

LANGUAGES

Arabic — Native | English — Professional Working Proficiency