

HAMED SABRI

Technical Artist

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OBJECTIVE:

To apply both my creative and technical skills as a Technical Artist in the Game Industry.

PROFESSIONAL EXPERIENCE:

September 09- April 10. Knee Surgery Simulation for Mt. Sinai Hospital
Capstone Study Project at University of Ontario Institute of Technology (UOIT), Oshawa, Ontario

- Lead Designer, Lighting & Shading, Texture Artist, 2D/3D Modeler.
- Worked as a team leader to lead a team of 4 people.
- Developed a serious game for the education and training of Orthopedic Surgeons.
- Complete game shipped to Mt. Sinai and is currently being used in study trials.

2007- Present. Research Assistant, Gaming-Related Projects

University of Ontario Institute of Technology (UOIT), Oshawa, Ontario

- Tasks and responsibilities, in a number of gaming-related projects, included: Modeling, Programming, Research (background/literature review), and Presentation of research results at conferences/workshops.

2005. Internship at York College of Industry and Technology, Toronto, Ontario

- Worked with the Department of Education to develop and improve the New Media program.
- Designed website intros and business presentation using flash.

2002-2004. 3Dmax & Adobe Premiere Instructor

Computer Services, Statistics and Information Organization of Isfahan Municipality, Iran

- Mentored students on 2D/3D integration into their projects.

EDUCATION:

2010. University of Ontario Information and Technology (UOIT), Oshawa, Ontario
Bachelor of Information Technology (Honors) - Game Development and Entrepreneurship

2005. Alias | Wavefront Inc., Toronto, Ontario

Alias | certified training certificate – Modeling Workshop, Learning Maya Transition

2004-2005. Confederation College, Toronto, Ontario

Website Management (Advanced Networking & Wireless Telecommunications)

2001-2003. Azad University, Iran, Isfahan

Associates Degree in Computer Science

SOFTWARE KNOWLEDGE:

3D Software Tools, API, SDKs, and Asset Management Systems:

- Maya, 3DSMax, SoftImage XSI, Mental ray, Vray (Expert Knowledge)
- Sculpting (ZBrush) (Expert Knowledge)
- Game Engines (UDK, Torque3D, Leadwerks, OGRE, C4 Engine) (Experienced)
- Visual C++ (Advanced), OpenGL (Advanced), wxWidgets Toolkit (Intermediate), GLSL (Intermediate), MentalRay Shader programming (Basic), MaxScript/MelScript (Basic)
- Game Network Programming (Intermediate)
- RenderFarm Manager Tools (Deadline, Überware-Smedge) (Experienced)
- Subversion (Tortoise SVN, Visual SVNSERVER) (Experienced)

AWARDS:

- First Place (Faculty of Business and Information Technology), Student Poster Competition ("Serious Games for Orthopedic Surgery Procedure"), University of Ontario Institute of Technology Undergraduate Student Research Day; August 20, 2009.

REFEREED PUBLICATIONS:

1. H. Sabri, B. Cowan, B. Kapralos, F. Moussa, S. Cristancho, and A. Dubrowski. Off-pump coronary artery bypass surgery procedure training meets serious games. In Proceedings of the International Symposium on Haptic Audio-Visual Environments and Games. October 16-17, Phoenix, AZ. USA, pp. 123-127.
2. H. Sabri, B. Cowan, B. Kapralos, M. Porte, D. Backstein, and A. Dubrowski. Serious games for knee replacement surgery procedure education and training. World Conference on Educational Sciences (WCES) 2010. Istanbul, Turkey, February 4-8, 2009. Appears in Procedia - Social and Behavioral Sciences 2(2):3483-3488.
3. B. Cowan, M. Shelley, H. Sabri, B. Kapralos, A. Hogue, M. Hogan, M. Jenkin, S. Goldsworthy, L. Rose and A. Dubrowski. Interprofessional care simulator for critical care education. In Proceedings of the ACM FuturePlay 2008 International Conference on the Future of Game Design and Technology. Toronto, Ontario, Canada, November 3-5 2008, pp 260-261.
4. M. Hogan, H. Sabri, and B. Kapralos. Interactive community simulation environment for community health nursing. In Proceedings of the ACM FuturePlay 2007 Academic Games Conference, Toronto, Ontario, Canada, November 15-17, 2007, pp. 237-240.
5. H. Sabri, S. Khattak, B. Kapralos, K. El-Khatib, and M. Guennoun. Virtual reality-based interface for the control of multiple surveillance cameras. In Proceedings of the 2007 IEEE International Workshop on Haptic Audio Visual Environments and their Applications (HAVE 2007), Ottawa, Canada, Oct. 12-14, 2007, pp. 76-79.

REFERENCES:

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