

AMMAR YASSER KESHTA

Senior Technical Artist | Real-Time Specialist | 3D, XR & AI

Location: Alexandria, Egypt | Phone: +20 103 393 0216 | Email: contact@ammarkeshta.tech

PORTFOLIO: ammarkeshta.tech | LINKEDIN: [linkedin.com/in/ammarkeshta](https://www.linkedin.com/in/ammarkeshta)

SUMMARY

Senior Technical Artist and 3D/VFX Artist producing games, XR, advertising, visualization, and AI-assisted production since 2015. Builds and optimizes game-ready assets, environments, materials, lighting, and VFX; integrates content in Unity and Unreal Engine; and coordinates artists and developers from visual direction through delivery.

CAREER HIGHLIGHTS

- Completed 150+ 3D and real-time projects for local and international clients and studios.
- Built and optimized Unity environments for an XR military training system at Egypt's Military Strategic Command Center (the Octagon), presented in a presidential demonstration.
- Directed the art and technical pipelines for a Lexus VR showroom, a VR tactical simulator, and an art-history VR museum.

TECHNICAL FOCUS

Technical Art, Real-Time 3D Production, Game-Ready Asset Pipelines, Environment Art & Lighting, Materials & Shaders, Performance Optimization, VFX, XR, Cross-Disciplinary Production

PROFESSIONAL EXPERIENCE

VFX Artist - 3D Specialist at Rembrand

Jan 2025 - Present. Full-time, VFX production and AI-assisted R&D

- Evaluate AI camera-tracking outputs and report error patterns for model iteration.
- Produce synthetic datasets and VFX/CGI reference shots for diffusion-model training and visual validation.

Senior Technical Artist - Real-Time Specialist at BlueBell

Feb 2024 - Jan 2025. Full-time, Hybrid, XR and military-training production

- Built optimized VR/AR environments and integrated technical-art and VFX assets in Unity.
- Built and optimized technical-art assets for an XR military training system.

Operation Manager at Takhaial Tech

Nov 2023 - Jan 2025. Contract, Hybrid, Egypt

- Managed the Egyptian branch and directed VR/AR, digital-twin, simulation, and interactive-installation projects across Egypt and the Gulf.
- Coordinated 3D artists, developers, and technical specialists from visual direction through engine delivery.

Technical Artist - Real-Time Specialist at General Senses

Jan 2022 - Nov 2023. Full-time, Remote, Kuwait

- Created and optimized 3D assets in Unity for XR projects serving companies across the Arab Gulf.
- Built environment and technical-art assets for the AR Kuwait Tower experience.

Senior 3D Game Artist at SYFT LA

Aug 2022 - Jul 2023. Full-time, NFT game development

- Created 3D environments, characters, and game-ready assets for NFT games, covering modeling, materials, integration, and optimization.

3D Game Artist at Tafra Games

Jan 2021 - Dec 2021. Full-time, Game production

- Created environments, lighting, and game-ready 3D assets for real-time production.

EARLIER EXPERIENCE

3D Artist at **Gamista**

Jun 2020 - Aug 2022. *Project-based, 3D environments and art direction*

- Created 3D environments for game projects and supported art direction.

Art Director at **Odelay Entertainment**

Apr 2020 - Jan 2023. *Studio venture, Game and animation production*

- Established an Egyptian indie game studio and developed original projects including Tsukiverse, Unit 371, and Code 51.
- Directed art and represented the studio through a public game-art talk at Insomnia.

Freelance 3D Artist at **Remote**

Jan 2015 - Present. *Contract / project-based*

- Deliver 3D assets and environments for local and international clients across visualization and games.
- Published a 22-model low-poly/PBR library that reached 31K+ model views and 180+ likes on CGTrader.

EDUCATION

Bachelor of Art & Design (B.F.A.), Interior Design

Alamein International University, 2025. New Alamein, Egypt.

SELECTED PROJECTS

Lexus Virtual Showroom. *Takhaial Tech, Technical direction / XR*

Interactive VR automotive showroom for exploring vehicles, interiors, finishes, and configurations in real time.

VR Tactical Training Simulator. *Takhaial Tech, Technical direction / Simulation*

First-person VR training simulation built around repeatable tactical scenarios and real-time interaction.

Art History VR Museum. *Alamein International University, Educational XR*

Co-created an explorable educational museum presenting civilizations, art, and artifacts in historical context; featured by El Watan.

Original Game Projects. *Tsukiverse, Unit 371, Code 51 & upcoming Project D, Founder / Art direction*

Directed original work spanning a stylized endless runner, an Unreal Engine horror demo, educational VR, and a multiplayer horror project.

TECHNICAL SKILLS

Engines & Runtime: Unity, Unreal Engine, Shader Graph, Blueprint Visual Scripting, real-time lighting, profiling, and optimization

Game Asset Pipeline: 3D modeling, retopology, UVs, baking, PBR texturing, LODs, lightmap UVs, and in-engine validation.

3D & Materials: 3ds Max, Blender, Substance 3D Painter, Substance 3D Designer, ZBrush, SpeedTree.

VFX & Imaging: After Effects, Photoshop, V-Ray, AutoCAD, and compositing

AI & Development: Vibe Coding, AI-assisted workflows, Git version control, and synthetic-data production

CERTIFICATIONS

Unreal Engine 5: Advance Locomotion System ALS (Intermediate), Udemy, Jan 2026

Autodesk Certified Professional: AutoCAD for Design and Drafting, 2023

3DS MAX, VRAY, POSTPRODUCTION DIPLOMA, AUTODESK Authorized Training Center, 2021

LANGUAGES

Arabic: Native. English: Fluent (C1).