



# RAAHEM BIN JAWWAD

## Game Designer: 2D AND 3D DIGITAL ARTIST

 <https://www.artstation.com/raahemjawwad>

A burgeoning Game Designer with particular focus on 3D and 2D Art. Enriched by hands-on experience in character modelling, game asset creation, and concept art. Proficient in Blender, ZBrush, Substance 3D Painter, UE5, and Unity. Delivered 14+ optimised game assets and 20+ concept art commissions for international clients.

 +92-3332503805

 jraahem@gmail.com

 <https://www.linkedin.com/in/raahem-bin-jawwad-236764193/>

 @rbj1407

## EDUCATION

### Bsc Computer Games Development

Air University Islamabad Campus  
2021 - 2025

### Pearson BTEC Level 3 Extended Diploma in Game Design

Kingston College Creative Industries Centre  
United Kingdom  
2019 - 2021

## SKILLS

- 3D Modelling
  - Blender
  - Substance 3D Painter
  - Zbrush
- 2D Digital Artist
  - Adobe Photoshop and Illustrator
  - Clip Studio Paint
- UI/UX Design and Prototyping
  - Figma
  - Illustrator
- Game Design
  - Unity
  - Unreal Engine

## MY OBJECTIVES

My goal is to consistently grow as a versatile 3D Artist and Game Designer within a professional studio environment, contributing to projects that push both technical and artistic envelopes. I am committed to continuously refining my pipeline from concept through to engine integration and to taking on greater creative responsibility with every endeavour.

In the near term, I aspire to lead a character art or game design team within a studio working on AAA or high-impact indie titles. Subsequently, I aim to co-found my own game development studio, creating culturally diverse and globally competitive game experiences with a particular focus on bringing fresh and unique narratives into the medium.

Whatever role I'm in, I want to be the person who raises the bar on asset quality and brings genuine craft to every deliverable. I take feedback seriously, I iterate fast, and I genuinely enjoy the problem-solving side of production, figuring out how to get the most out of a poly budget or how to make a UI feel right without a reference to other works. That's the kind of artist I'm becoming, and the kind of team leader I resolve to be.

## EXPERIENCE

### 3D Modelling and Design

2025-2026

#### Stixor Technologies

- Modelled 2 3D character models for the Qatar Rail Management Game in Blender, full pipeline from base mesh through UV unwrapping, texture baking, and PBR texturing in Substance 3D Painter, then imported into Unity 6 LTS for use in tutorial dialogues.
- Applied low-poly optimisation across all 25+ assets: stripped non-visible geometry, merged materials, and reduced draw calls to hit the project's performance budget on target hardware.
- Contributed to level design in Unity 6 LTS, blocked out 2 major gameplay zones, the exterior map, and the interior of the stations, and optimised 13 props and 10 low-poly character assets by collaborating with a senior 3d artist and lead game developer.
- Designed the complete UI kit with 70+ Assets for the Skkah Brand card game in Figma and Adobe Illustrator wireframes, component library, and final print-ready exports. Executed side-by-side economic analyses of 2 existing IPs, VIP Baloot and Kammelna Baloot, directly mapping 3+ competitive monetisation loops into the studio's next-build feature roadmap.

## LANGUAGE

- English: Fluent
- Urdu: Native

### Freelance

2024-ongoing

#### *Fiverr*

- Took on 20+ 3D modelling and game asset commissions from clients in Nigeria, delivered character models with full UV unwrapping, PBR texturing in Substance 3D Painter, and game-engine-ready exports.
- Handled 6 concept art commissions from clients in Pakistan, the UAE, and the UK, 3 character design sheets, 8 prop concepts, and 2 environment sketches for indie game projects and brand use.
- Shipped 14 optimised low-poly game assets, 6 fully textured 3D character models, and 20+ concept art pieces across all platforms.
- Ran 2 full client workflow solo, took the brief, did revisions, and delivered final files on time via Fiverr, Upwork, WhatsApp, and Instagram.

### Final Year Game Project | Air University

2023-2025

#### *2D Concept Artist and 3D Modelling Artist*

- Led 3D asset production for a team game project in UE5; designed and built 10+ hard-surface mech characters, handling concept art, base-mesh creation, UV unwrapping, and PBR texturing end-to-end.
- Kept every asset inside agreed poly-count of 10,000 to 20,000 tris and texture resolution budgets of 1024 by 1024 pixels to maintain stable frame rates in Unreal Engine 5; baked normal maps and AO in Blender before import.
- Led UI/UX work in Figma and Adobe Illustrator; wireframed HUD layouts and menu screens; then iterated with the team until we achieved a consistent visual style across all interfaces.

### UI/UX Designer & Game Design

Aug 2023-Sep 2023

#### *Team 3Digital*

- Designed 15+ UI elements for a Unity mobile game, including icons, HUD components, menus, and button states; the team saw users navigating more smoothly after the new UI went live.
- Got picked out by the COO and CEO as a standout intern, noted for the quality of work and for turning feedback around quickly.