



Yousef Mohamed

Multidisciplinary Visual Artist

Concept Artist & Graphic Designer | Editor | 2D Animator | VFX Generalist

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SUMMARY

I am a Multidisciplinary Visual Artist with strong skills in Concept Art, Graphic Design, Animation, and VFX. My main focus is environment design and perspective drawing (up to 6-point). I combine traditional art basics with digital tools to create creative and clear visual ideas. I have experience in both personal projects and team collaborations, making storyboards, demo sequences, and design works. I am a fast learner, flexible, and problem solver, always improving my art and technical skills every day.

I started academic learning and gained my practical experience from 2022 until now.

Age: 21 years ago

SKILLS

Concept Art (Core Specialization)

Strong focus on Environment Design (natural, urban, sci-fi, fantasy settings)
Advanced Perspective Drawing (1–6 point perspective; accurate vanishing point control)
Concept Art: skilled at Photobashing + Hand Painting to combine speed with originality
Prop Design & Vehicle Design (functional + stylized concepts)
Value, light & color for atmosphere and storytelling
Effective use of references & moodboards (PureRef workflows)
Storyboarding — created silent storyboards for a volunteer animated project

Graphic Design

Solid grasp of design principles (Unity, proximity, repetition, balance, contrast, rhythm, emphasis, hierarchy)
Skilled in grid systems and layout for posters, covers, and digital media
Creative application of typography and visual hierarchy
Photo Manipulation & Design Compositing (creative blending, collage, and realistic integrations).

Animation (2D)

Frame-by-frame animation and clean-up
Rigging (mesh-based rigs) for efficient 2D workflows (OpenToonz, others)

Video Editing & Post-Production

Editing & montage in DaVinci Resolve (storytelling through pacing, timing, rhythm)
Color grading for mood and consistency
Compositing & VFX:
Rotoscoping & cleanup
Green screen removal (keying), and more
Node-based workflows (Natron, DaVinci Fusion, Opentoonz)

Additional Skills

High creativity, problem-solving, and flexibility when adapting to new tools and workflows
Fast typing skills: Arabic: 53 WPM (highest score), English: 30 WPM (highest score)
Speed reading: 194 words per minute
Quick learning strategies & adaptability in technical workflows
AI literacy: proficient in using AI tools for art and production pipelines
Basic Python programming (for AI workflows)
Comfortable with Terminal commands and system operations (macOS & Windows)
Productivity tools: Anki (spaced repetition), Trello (task management), and other super-productivity apps
Languages: English proficiency almost there B1 level (actively improving daily in reading, writing, listening, and speaking)
Strong focus on new skills & re-skilling (continuous learning and self-development mindset)

EDUCATION

Benha University

student at the faculty of Arts, Department of psychology.

2022 / 2026

Draw Box School

Focused on drawing fundamentals, perspective, and object drawing.

mid 2023 – late 2024

CERTIFICATIONS

Coursera Project Certificate

Designing a Low Fidelity Prototype in Figma

Oct 2022

PROJECTS&ACHIEVEMENTS

Tools

Software Experience

Started on mobile and produced some projects using mobile apps.

Mobile apps

- Snapseed
- ibisPaint X
- Video Maker

Desktop / Desktop apps (macOS / Windows)

- Microsoft Word
- Microsoft PowerPoint
- Adobe Photoshop — Master
- Krita — Master
- PureRef — Reference tool
- Darktable
- Shotcut
- DaVinci Resolve — Master (editing & color grading)
- OpenToonz — 2D animation
- Natron — Node-based compositing
- Waveform 13 (audio editing / DAW)
- Cinema 4D (1 year, 2023)
- Blender — Basic
- Inkscape — Basic
- macOS & Windows proficiency (4 years Windows 2020-2024 , 1 year macOS mid 2024 until now)

Links

LinkedIn:
linkedin.com/in/yousef-mohamed

Behance:
behance.net/yousefmohamed2004

Instagram:
instagram.com/ yousefmohamad/

Vimeo:
vimeo.com/yousefmohamed2004

YouTube:
youtube.com/@Usif_mohamd2004

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|---|-----------------|
| Completed 12 projects in 2 weeks for artists, receiving 8 positive feedbacks on social media. | 2022–early 2023 |
| حلويات رمضان " with the page فضائل. Created storyboards for a volunteer episode called | Feb 2023 |
| الأبطال السبع" creating a background sequence titled غواصة. Contributed to a demo with Studio | Nov 5, 2024 |
| (Not published,but available in portfolio) | |

Produced an educational YouTube series for students entering Fine Arts, teaching drawing fundamentals, tools, and exam systems.

Collaborative projects with peers

HIGHLIGHTS

One of my Instagram reels reached 25,000 views

SELF-STUDY & ONLINE TRAINING

- Took Arabic courses in caricature art 2022.
- Studied multiple books on perspective, identity design, and graphic design.
- Learned software (OpenToonz, Natron, etc.) from official guides and documentation.
- Transitioned from traditional (paper & pencil) training to fully online learning starting in the last year

SOFT SKILLS

- Adaptability & flexibility with new workflows
- Strong teamwork & collaboration
- Time management & organization
- Improving communication skills through continuous practice