

Ziad Feteha

3D Generalist | Real-Time Environment & Interactive Experiences | Unreal Engine | VR

Alexandria, Egypt

Phone: +201033726600

Portfolio: <https://zfetehaportfolio.my.canva.site/> (Landscape orientation recommended)

Email: ziadfeteha@gmail.com

PROFESSIONAL SUMMARY

3D Generalist specialized in real-time production using Unreal Engine (UE4/UE5) for PC and VR experiences. I build interactive environments end-to-end—from game-ready assets and modular materials to lighting, scene polish, and interaction flow. Experienced leading small teams and delivering real projects across arch-viz walkthroughs, driving simulation, and VR heritage exhibitions (interactive 360 portals). Strong pipeline discipline (scale consistency, organization, multi-version delivery) and collaborative workflow with dev/design stakeholders.

SKILLS

- **Unreal Engine (UE4/UE5):** environment assembly, lighting, look-dev, optimization mindset
 - **Materials/Surfaces:** Substance Painter (+ Designer if you keep it), master materials, decals
 - **3D Production:** modeling, UVs, baking, texturing, modular workflows
 - **PC/VR Delivery:** performance tuning, comfort/readability, interactive flow
 - **Production:** team leadership, art direction, pipeline organization
-

PROFESSIONAL EXPERIENCE

Metas Architecture Research Studio

2022 – Present

Head of Gamification Department

- Lead the gamification team, customizing workflows according to project and client needs.
- Supervise team members, support professional development, and maintain delivery quality across iterations.
- Coordinate with cross-functional stakeholders and handle client communication when needed.
- Delivered interactive real-time experiences / Unreal-based pipelines

Egypt-Japan University of Science and Technology

2024 – 2025

Teaching Assistant (T.A.) in Digital Modeling

- Assisted in teaching digital modeling courses in art and design programs, especially for industrial product design.
- Conducted workshops for 3Ds Max, Fusion360, SolidWorks, and Twinmotion.
- Mentored students in developing 3D models and visualizations for various projects.

Freelancer

2021 – 2024

Immersive Experience Developer

- VR Developer for "Memory of a Place" project, in collaboration with Ife Alexandria, Goethe-Institut Cairo, and the Image Festival in Amman, Jordan.
 - VR Developer for the "Dust of Time" project, part of a Ph.D. research on contemporary art.
 - Immersive Experience developer for the "Re-cognizable" project.
-

EDUCATION & CERTIFICATIONS

Bachelor of Fine Arts

Majors: Interior Architecture.
Alexandria University, Egypt

2016 – 2021

CERTIFICATIONS & COURSES

- **Representation of Architectural Spaces (3Ds Max)** – Domestika (Aug 2020)
- **Info-Architecture (3Ds Max)** – Domestika (Sep 2020)
- **Basic Site Engineering Level** – Architectural Civil Engineer, Egypt (Jan 2021 – Feb 2021)
- **Design Thinking Crash Course** – Udemy (Dec 2021)
- **UE VR Development Fundamentals** – Udemy (Feb 2022)
- **Social Media Strategy** – Domestika (Jan 2022)
- **Introduction to UE4 for Scene Rendering** – Domestika (Sep 2022)
- **Interior Design from Start to Finish** – Domestika (Sep 2022)
- **Integration of 3D Elements in Real Environment** – Domestika (Jan 2023)
- **Master SolidWorks 3D CAD Using Real-World Examples** – Udemy (Apr 2024)
- **SolidWorks Surfacing Fundamentals** – Udemy (Aug 2024)
- **Photorealistic Product Rendering with KeyShot** – Domestika (Aug 2024)
- **Introduction to Product Design** – Domestika (Aug 2024)
- **Product Design: From Modeling to 3D Printing** – Domestika (Sept 2024)