

MARC ABI CHAHINE

3D GENERALIST | CGI ARTIST

+961 76 925 924 | mabichahine6@gmail.com | Beirut, Lebanon | [Behance](#) | [LinkedIn](#)

PROFESSIONAL SUMMARY

3D Generalist with 5+ years of experience creating CGI advertising, 3D billboards, social media content, product animation, and immersive digital experiences. Strong in modeling, texturing, lighting, and animating products, objects, environments, and visual elements, with end-to-end experience from asset creation through rendering and compositing.

SELECTED CAMPAIGN EXPERIENCE Contributed to 10+ campaigns for brands including Snapchat, Audi, Carolina Herrera, Tobigo, M2R, KITCO, Procter & Gamble, KFC, TUGA, and Wonder Spread Chocolate.

PROFESSIONAL EXPERIENCE

Animator | Brandon Ideas · Jbeil, Lebanon · Dec 2025–Present

- Produce CGI animation, Twinmotion visualizations, and branded social media content for advertising campaigns.
- Edit and finish visual assets through compositing, retouching, and post-production.
- Collaborate with creative and production teams to translate campaign concepts into finished visual assets.

3D Generalist | The Arlab · Beirut, Lebanon · Jan 2025–Nov 2025

- Created CGI videos, anamorphic 3D billboards, Snapchat lenses, virtual stores, and interactive digital experiences.
- Handled modeling, texturing, lighting, animation, rendering, and compositing across Maya and Blender.
- Adapted 3D content for social media, outdoor displays, and immersive brand activations.

3D Animator | Hedgehog · Achrafieh, Lebanon · Jun 2021–Jan 2025

- Produced 3D animation of products, objects, environments, and visual elements for television commercials and digital advertising campaigns.
- Built models, textures, lighting, and animation in Maya and Blender; completed keying, masking, rotoscoping, cleanup, compositing, and retouching in After Effects.
- Supported projects across the production pipeline, from asset creation through final delivery.

TECHNICAL SKILLS

3D SOFTWARE Maya, Blender, 3ds Max, ZBrush, Marvelous Designer, Twinmotion

TEXTURING & COMPOSITING Substance Painter, Photoshop, After Effects, Foundry Nuke

CORE 3D SKILLS Modeling, texturing, lighting, product/object/environment animation, UV mapping, sculpting, simulation, rendering

SPECIALIZATIONS CGI advertising, 3D billboards, TV commercials, social media content, virtual experiences, AR lenses

AI-ASSISTED PRODUCTION Concept development, image generation, video enhancement, and upscaling workflows

EDUCATION & HONORS

Bachelor of Science in Computer Graphics and Animation | Notre Dame University–Louaize, Lebanon | 2022
Dean's Honor List, 2022