

Ali Alabeedi

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Architectural Assistant

BIM | Computational Design | Archviz

“My journey began at the Fine Art Academy and continued at the Architecture University, where my passion for Art, Architecture, and Design flourished. Which led me to hone my skills in Architecture project design, Computational Design, and BIM across all phases of architectural / interior projects?

As a forward-thinking architect, I thrive on pushing the boundaries of design through computational techniques and visualization (Archviz). When not immersed in architectural endeavors, as a certified Artist in Fine Art I’m deeply engaged in 3D Art, where I explore digital realms to bring imagination to life, I’m always hungry for creative problem-solving and innovative design thinking”

WORK EXPERIENCE

MTDI Group – Poland / Warsaw

2021 - 2024

Architectural Assistant - Onsite

I contributed too many interesting projects but the selected ones that I can mention that I participated in:

- The “Dornych project in Brno”, led by the development group Crestyl and MTDI Group.
- Additionally, I played a pivotal role in the façade refurbishment of “Atrium Reduta in Warsaw” with the pavilion design proposals, and many other projects...
- My role encompassed: Concept design, Visualization, Computational design exercises (such as generative solar optimization and smart façade), Research, liaising with consultants, assisting in concept design, and other crucial aspects.

MTDI Group - Poland / Warsaw

2021 Feb – 2021 July

Architectural Assistant Internship - Onsite

- Engaged in concept-stage design projects, in Warsaw. Primarily involved in renderings using (Rhino+Revit+Vray+3Dsmax+Corona Render) and CAD drafting.
- Additionally, assigned to an international architectural design project in India, called Quay – India, Bangalore. Where I analyzed site traffic diagrams and collaborated closely with architects to develop three concept proposals, with other technical aspects.
- Played a pivotal role in other projects for facade development, material selection, and integration of greenery, presenting proposals to clients.
- Involved in landscape design, exterior furniture, lighting, and pavilion integration, culminating in 3D modeling and visualizations.
- Coordinated with the team to finalize project aesthetics and gain structural approval from construction engineers.
- Developed Grasshopper script for Computational Design generating 3D urban models.

Ali Alabeedi
Accenture - Poland / Warsaw

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2018 - 2019

Junior Computational Designer - Onsite

I crafted game-ready assets meeting specifications like LOD (Level of Detail), adeptly converting high-poly models to low-poly ones while maintaining optimal triangle counts to ensure seamless integration into the game environment..

- I was tasked with the creation of intricate computational 3D models designed for utilization in background settings, surrounding environments, and assets within various projects.
- I spearheaded the development of scripts tailored to enable comprehensive generative 3D models creation, specifically designed for video games.

Libya Alhadath – Libya / Benghazi

2016 - 2017

Junior 3D Artist - Onsite

As a junior 3D Artist and Animator at Libya Alhadath I was responsible for assisting the senior artists, my achievements include:

- Creating visually captivating 3D animations and motion graphics for TV show intros, outros, and promotional materials.
- Collaborating effectively with the team to meet project deadlines and maintain high-quality standards.
- Contributing creative ideas to enhance the visual appeal of our programming.
- Keeping abreast of industry trends and incorporating new techniques into my work to improve efficiency and creativity.

EDUCATION

Warsaw University of Technology - Poland / Warsaw

Master degree student in Computational Design

Warsaw University of Technology - Poland / Warsaw

Bachelor of Architecture Design & urban planning – GPA : 4.6/5

PROFESSIONAL SKILLS

- Software: 3D Rhinoceros with scripting in Grasshopper, Revit, Blender with Basic scripting in Python, Autodesk 3ds Max, Substance Painter, Zbrush, Vray, Corona Render, SketchUp, Lumion, Enscape, Unreal Engine, Archicad, Marvelous Designer, Adobe Collection, AutoCAD.
- Proficient in Architecture Project Design, spanning all phases from conceptualization to execution.
- Skilled in Computational Design, leveraging advanced techniques to push design boundaries.
- Experienced in Building Information Modeling (BIM), ensuring accuracy and efficiency throughout projects.

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- Expertise in Architectural Visualization (Archviz), adept at bringing designs to life through compelling visual representations.
- Certified Artist in Fine Art, with a deep understanding of artistic principles and techniques. Proficient in 3D Art, utilizing digital tools to explore imaginative realms and bring creative visions to fruition.
- Strong inclination towards creative problem-solving and innovative design thinking, constantly seeking opportunities to innovate and excel.

AWARDS AND HONORS

The Sustainable Containers Studio - ArchDaily Competition	2021
Iceland Greenhouse Restaurant - ArchDaily Competition	2021
ROKOKO TV - Intergalactic Animation Challenge	2024
Boss Fight - with @Pwnisher YouTube channel	2023

CERTIFICATIONS

- Certified Rhino3D Specialist - in BIM By Rhino 3D
- Master the art of managing large facades using Rhino Inside - Think parametric by Oliver Thomas.
- V-Ray Certified
- Advanced 3D Product + Design + Animation