

Osman Hesham Hegazy

Senior 3D Visualization Lead | Real-Time, VR & AI Creative Technologist

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SUMMARY

3D visualization lead with 10+ years and 200+ delivered projects for Emaar Misr, Madaar, Ora Developers and architects Raef Fahmy and Ayman Abbas. I've led and mentored 20+ artists. At Nawy, Egypt's PropTech platform, I lead a 7+ person CGI & R&D team that ships production arch-viz alongside new technology: Gaussian-splat capture of sites and maquettes, an interactive sales platform (map → unit → compare) and Unreal Engine VR walkthroughs. I build AI into the pipeline, from AI video generation and ComfyUI/Flux workflows to agentic Blender modeling with LLMs over MCP, and my independent AI films have passed 160K views. I'm a professional 3ds Max and Blender modeler with a computer-engineering degree.

SELECTED CLIENTS

Emaar Misr, Madaar (AZHA), Ora Developers, Raef Fahmy, Ayman Abbas, Nawy, TDF Plus, Eklago, BRGR

CORE SKILLS

3D & Rendering: 3ds Max, Blender (Cycles, Eevee), Corona Renderer, V-Ray, FStorm, Hard-surface & interior modeling

Real-time & XR: Unreal Engine 5, Sequencer, VR experiences, Real-time walkthroughs

Generative AI: AI video generation, ComfyUI, Stable Diffusion, Flux, LLM agents + Blender MCP, Prompt design

Capture: Gaussian splatting (Postshot), Photogrammetry (Agisoft Metashape), 360° capture planning, Darktable RAW processing

Post & Design: Photoshop, After Effects, Premiere Pro, Brand & graphic design

Leadership: Team leadership (7+), Pipeline & R&D strategy, Budget & resource planning, Agile delivery, Art direction

EXPERIENCE

CGI & R&D Team Lead, Nawy

Cairo, Egypt | Dec 2022 – Present

- Lead a 7+ person CGI & R&D team. I own planning, budgets, quality and the production pipeline, and I've built an Agile, review-driven team culture.
- Co-built an interactive sales platform: buyers navigate the master-plan map, open an individual unit, and compare units side by side.
- Brought Gaussian splatting and photogrammetry into production. We digitize physical maquettes and real sites into navigable 3D (Postshot, Metashape, Blender) using a repeatable 360° capture plan.
- Developed immersive VR experiences and real-time walkthroughs in Unreal Engine (ZED West, Ayla, Ora interiors) that let buyers explore properties at true scale.
- Built an AI video and imaging pipeline (AI video generation, ComfyUI/Flux) for launch trailers, social films and fast concept visuals.
- Prototyping agentic 3D workflows in which LLM agents drive Blender over MCP to block out scenes, assemble assets and batch repetitive modeling.
- Produced cinematic launch animations and walkthroughs for developer projects, including a high-rise animation used to present the design to investors.
- Run ongoing tech scouting: the team trials new tools as they ship and folds the winners into our pipeline.

3D Visualizer, Freelance

Cairo / Remote | Feb 2022 – Nov 2022

- Delivered interior and exterior stills and animations for developers and interior designers.
- Built Unreal Engine cinematic workflows (Sequencer) for real-time architectural films.

Senior Architectural Visualizer, TDF Plus

Cairo, Egypt | Mar 2019 – Feb 2022, Jan 2017 – Jun 2018

- Visualized flagship commercial work for leading developers: the Emaar Misr sales center in Uptown Cairo and the Emaar and AZHA exhibition booths at Cityscape Egypt.
- Produced high-end interiors, exteriors and animations for North Coast villas and hospitality projects (Elmasyaf, Melody House, BRGR Swanlake) in 3ds Max with Corona and V-Ray.
- Worked with the design team from concept to final marketing imagery for client approvals, sales and campaigns.
- Added Unreal Engine real-time walkthroughs alongside the offline 3ds Max pipeline.

Interior & Graphic Designer, Bordeaux Projects

Doha, Qatar | Jul 2018 – Feb 2019

- Designed a brand identity system (logo, website and social media assets) that increased brand recognition by 30%.
- Produced interior design proposals, brochures, flyers and presentations that improved customer engagement.

Interior Designer & Architectural Visualizer, Hossam Nabil Architects & Designers

Cairo, Egypt | Oct 2015 – Nov 2016

- Designed and visualized residential and commercial interiors that balanced aesthetics, function and brand identity.

Independent work

2023 – Present

- AI filmmaking: wrote and directed AI-generated music videos, a short film and a launch trailer on YouTube. "Candle In The Wind" has passed 160K views.
- 3D model publishing: 24 production-ready PRO models on 3dsky.org, including designer furniture (Armani/Casa, Gubi, Established & Sons), decor and photoreal food.

EDUCATION

BSc, Computer Engineering, Higher Institute of Computer Engineering & Information Technology, 2010 – 2015

LANGUAGES

Arabic (native), English (professional)