OSMAN HEGAZY



CGI Lead & 3D Generalist
Real-Time, VR & AI Creative Technologist

Cairo, Egypt · Open to relocation to the UAE, KSA or Qatar

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CGI lead and 3D generalist with 10+ years and 200+ projects for brands, developers and design studios, from Emaar Misr's sales center in Uptown Cairo to BRGR's beach restaurants. I run CGI and R&D in production, bringing Unreal Engine real-time, Gaussian-splat capture and AI video into a photoreal stills-and-film pipeline. On my own I direct AI films (one has passed 160K views) and publish PRO 3D models.

10+
years in CGI and 3D

200+
projects delivered for developers, architects and brands

20+
artists led and mentored over my career

160K+
views on an AI film I directed

EXPERIENCE

CGI & R&D Team Lead at Nawy
DEC 2022 – PRESENT

PropTech: Egypt's real-estate marketplace · Cairo, Egypt

- Lead the CGI & R&D team: planning, budgets, quality and the production pipeline, run in an Agile way.
- Co-built an interactive sales platform: buyers navigate the master-plan map, open an individual unit, and compare units side by side.
- Introduced Gaussian splatting and photogrammetry: we digitize physical project maquettes into navigable 3D (Postshot, Metashape, Blender) with a repeatable 360° capture plan.
- Developed real-time walkthroughs and VR experiences in Unreal Engine, including ZED West, Ayla and Ora interiors.
- Introduced AI video and image tools (AI video generation, ComfyUI, Flux) for concept visuals, previz and social films.
- Prototyping agentic 3D: LLM agents driving Blender over MCP for scene blockouts and repetitive modeling tasks.
- 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: we trial new tools as they ship and keep the ones that hold up in production.

3D Visualizer at Freelance
FEB 2022 – NOV 2022

Cairo / Remote

- 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 at TDF Plus

MAR 2019 – FEB 2022 · JAN 2017 – JUN 2018

Architecture & interior design studio · Cairo, Egypt

- 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 at Bordeaux Projects

JUL 2018 – FEB 2019

Doha, Qatar

- Designed a brand identity system (logo, website and social media assets) that increased brand recognition by 30%.

Interior Designer & Architectural Visualizer at Hossam Nabil Architects & Designers

OCT 2015 – NOV 2016

Cairo, Egypt

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

Independent work

2023 – PRESENT

- AI filmmaking: directed and edited AI-generated music videos, a short film and a fan-concept 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.

SELECTED PROJECTS

Interactive sales platform — Map → unit → compare · shipped

ZED West & Ora interiors — Unreal Engine walkthroughs

Emaar Sales Center — Uptown Cairo · TDF Plus

Duplex apartment, London — Facing a landmark museum

Maquette digitization — Gaussian splats + photogrammetry

Candle In The Wind — AI music video · 160K+ views

Emaar & AZHA booths — Cityscape Egypt · TDF Plus

BRGR Swanlake & Almaza — Hospitality · North Coast

SELECTED CLIENTS & COLLABORATORS

Emaar Misr · Madaar (AZHA) · Ora Developers · Raef Fahmy · Ayman Abbas · BRGR · Eklago

SKILLS & TOOLS

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 (prototype)

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 · Pipeline & R&D strategy · Budget & resource planning · Agile delivery · Art direction

EDUCATION

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

LANGUAGES

Arabic (native)
English (professional)

TESTING NOW

4D / dynamic Gaussian splats · Web splat viewers · Image-to-3D asset generation