

Osman Hegazy

Senior 3D Visualization Lead

Real-Time, VR & AI Creative Technologist



osmanhegazy1@gmail.com +20 101 298 1267 Cairo, Egypt osman.flipsylab.com behance.net/osmanhegazy
youtube.com/@osmnhegazy 3dsky.org/users/osmanhegazy

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.

10+

years in 3D visualization

200+

projects delivered for developers, architects and brands

20+

artists led and mentored across studios

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 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 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: 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.

SELECTED PROJECTS

Interactive sales platform — Nawy · map → unit → compare

Maquette digitization — Nawy · Gaussian splats + photogrammetry

ZED West & Ora interiors — Unreal Engine walkthroughs

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

Emaar Sales Center — Uptown Cairo · TDF Plus

Emaar & AZHA booths — Cityscape Egypt · TDF Plus

Duplex apartment, London — Facing a landmark museum

BRGR Swanlake & Almaza — Hospitality · North Coast

SELECTED CLIENTS & COLLABORATORS

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

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
- 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

EDUCATION

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

LANGUAGES

Arabic (native)
English (professional)

NOW EXPLORING

4D / dynamic Gaussian splats · World models for walkthroughs · Real-time AI relighting