

Marilyne Bassoulou

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marilynebassoulou.com

SUMMARY

Highly motivated and creative Graphics Designer and Animator with a strong academic and technical background in 3D production, animation, and visual effects. Recent MSc graduate in Computer Animation and Visual Effects from Bournemouth University. Proficient in industry-standard tools including Autodesk Maya, 3DS Max, Blender, Houdini, NUKE, and Adobe Creative Suite. Passionate about transforming ideas into immersive visuals through strong storytelling, precise design, and multi-platform delivery.

EXPERIENCE

3D Artist & Animator

Poultec

3D Modelling, Animation, Compositing

07/2025 - Present

Freelancer

3D Modelling, Animation, Compositing, 2D Character Animation, social media

10/2024 - 06/2025

Part-Time Sales Representative

Bandstand Merchandise Services UK

Sold merchandise at concerts and live events

Developed customer service and real-time problem-solving skills

11/2023 - 05/2025

3D & Motion Graphics Intern

Plan A Experience Design Studio

Developed 3D mapping and content using After Effects, Photoshop, 3DS Max, and Blender

04/2022 - 07/2022

Freelance Tutor

Online Tutor in Computer Science

01/2017 - 03/2022

EDUCATION

Computer Animation & Visual Effects

Bournemouth University, United Kingdom - Master of Science

Merit

09/2023 - 09/2024

Computer Science – Computer Graphics & Animation

Notre Dame University – Louaize, Lebanon - Bachelor of Science

Cum Laude

09/2017 - 06/2022

SKILLS

CREATIVE AND TECHNICAL SKILLS

- Adobe: Photoshop, After Effects, Illustrator, Premiere Pro
- Modeling & FX: Blender, Houdini, ZBrush
- Compositing & Rendering: NUKE (NUKEX), V-Ray, Redshift
- Platforms: Unity, Linux, Microsoft Office
- Scripting: Python, Qt, Visual Studio Code (C++ / C#)

SOFT SKILLS

- Communication
- Problem Solving
- Teamwork
- Attention to Detail
- Time Management
- Work Ethic

LANGUAGES

English

Arabic

French