



SARAH HABIBI

3D ENVIRONMENT & PROP ARTIST

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 London Area, United Kingdom

 Sarah Habibi | LinkedIn

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SUMMARY

Versatile 3D Environment & Prop Artist based in the London Area, with a proven track record of creating optimized, game-ready assets and immersive worlds for AR/VR and real-time applications. Highly skilled in Blender, PBR texturing pipelines, and low-poly optimization under strict technical budgets. Adept at integrating AI prompt engineering into the concept design pipeline to rapidly accelerate asset ideation. Combines international experience from the Dutch tech sector with strong visual design capabilities to deliver production-ready 3D environments.

TECHNICAL SKILLS

3D Pipeline & Workflows	Software & Engines	Modern Tools & Design
- Environment & Prop Design - Hard-Surface Modeling - UV Unwrapping & Optimization - PBR Material Workflows - Real-Time Performance Optimization - Collision Setup 3D Printing Model Preparation	- Blender 3ds Max - Unreal Engine (UE5) - UE Blueprint (Interactive Logic) - Unity - Substance Painter - Adobe Illustrator & Photoshop	- AI Prompt Engineering - AI-Assisted Concept Generation - Visual Branding & Composition - Canva Graphic Design - Digital Asset Creation - Promotional Material Design

PROFESSIONAL EXPERIENCE

3D EXPERIENCE

3D Hard-Surface Artist (Contract)	Specialized Production Task Oct 2025
- Executed a high-fidelity, production-ready military aircraft asset within an accelerated 10-day timeline, adhering to strict technical constraints and blueprints. - Implemented an advanced hard-surface pipeline, delivering optimized mesh topology, precision UV unwrapping, and complex PBR texturing suited for real-time engine integration. - Note: Visual assets and specific project metrics are protected under a Non-Disclosure Agreement (NDA).	
3D Environment & Spatial Designer Industrial Design Studio – UK	Industrial Design Studio Apr 2026
- Engineered the complete 3D environment and spatial layout from scratch for a two-story industrial warehouse facility integrated with large-scale 3D printing production lines. - Optimized the architectural flow to logically accommodate heavy fabrication machinery while strategically designing the environment to serve as an aesthetically compelling showroom for high-profile clients. - Managed the full lifecycle from initial block-out and spatial problem-solving to final real-time rendering within a high-pressure, one-week deadline.	
3D Artist Galaxy Technology – Rotterdam, NL	Oct 2023 – Oct 2024
3D Asset & Interior Production: Created optimized 3D assets, interior environments, and large-scale architectural structures tailored for gaming platforms and civic social applications. - Technical Pipeline: Managed complete asset preparation including clean UV unwrapping, Color ID assignment, custom collision setups, and seamless integration into Unreal Engine. - Optimization: Enhanced real-time performance by optimizing mesh topology and baking textures for interactive platforms. - Visual Marketing: Assisted with cross-functional design tasks, producing polished promotional graphics and marketing visuals for company advertisements.	

3D Artist (Personal Project) | VR Interior Environment

End-to-End Pipeline & VR Integration | 2025

- Designed and modeled a complete interior environment from scratch, focusing on modular asset creation and clean topology.
- Imported the entire scene into Unity, managing material overrides, texture optimization, and custom shader setups for real-time rendering.
- Successfully integrated and tested the optimized environment within a VR (Virtual Reality) platform, ensuring stable performance and immersive spatial scaling.

3D Artist (Academic Projects) | Inverse School – Remote

Portfolio Development | 2022 – 2023

- Blender Mechanics & VFX: Built complex 3D scenes, stylized renders, and rigid-body/VFX simulations to master production-level layout and composition.

2D EXPERIENCE

Visual & Brand Designer | Smart Hear – Swiss Medical Startup (Remote)

Mar 2025 – May 2026

- Pitch Decks & Presentations: Designed comprehensive corporate pitch decks, business presentations, and visual materials used for high-profile stakeholder meetings.
- Product Roadmap & Brand Identity: Developed the visual identity, official logo, and product roadmap layouts to preview medical asset pipelines.
- Cross-Platform Assets: Blended 2D graphics with 3D concepts to effectively translate complex medical data into clear, engaging visual designs.

Graphic & Social Media Designer | ACATRIX – UK-Based Startup (Remote)

Nov 2025 – Present

- Social Media & Visual Assets: Formulate and deliver ongoing digital graphics, promotional layouts, and visual branding content for the company's social media platforms.
- Brand Foundation: Designed the startup's official identity and core logo assets to support a modern app ecosystem for students and researchers.
- Canva Optimization: Standardized reusable design templates in Canva, maintaining strict brand alignment and accelerating asset delivery.

2D Designer | BEBE LAB – Paris, France (Remote)

Feb 2022

- Brand Foundation: Conceptualized and designed the official visual identity and core logo assets for a children's health and therapy brand.

ADDITIONAL EXPERIENCE

Teacher Assistant | KITA.de Kindergarten Tübingen, Germany (2020 – 2020)

- Delivered creative workshops and early childhood learning activities.

Language Instructor | Persian Language & Literature & Calligraphy Tehran, Iran (2010 – 2018)

- Conducted group and private classes in language, literature, and calligraphy.

EDUCATION & CREDENTIALS

Professional Training & Certifications:

- Blender & Substance Painter: Game Asset Creation – Udemy (2026)
- Canva Certified Professional: Essentials, Marketing, & Creative Campaigns (Issued May 2026)
- Blender Environment Artist: Advanced 3D World Building – Udemy (2025)
- The Logo Design Mastery Course: Adobe Illustrator CC – Udemy (2025)
- Game Environment Design: Professional Diploma – Inverse School (2023)
- 3ds Max Modeling & Texturing: Professional Diploma – Inverse School (2023)

Continuous Professional Development (In Progress):

- Unreal Engine 5 (UE5): Real-Time Environments & Blueprint Technical Logic

Academic Background:

- Bachelor of Arts (BA) in Persian Language & Literature (Sep 2009 – Sep 2013)