

HAMIM AL HAYAT

3D Artist • 3D Visualizer • Game Developer • Software Engineer • Cybersecurity Blue Team

Email	badhon8765@gmail.com
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ABOUT ME

I am Hamim Al Hayat, a multidisciplinary digital creator focused on 3D art, visualization, real-time environments, game development, and software engineering. I work with Blender and Unreal Engine 5 to create detailed 3D assets, environments, visual experiences, and interactive projects. I also develop software with Python and have an interest in defensive cybersecurity and Blue Team practices.

CORE EXPERTISE

3D Art & Visualization	Blender • Modeling • Texturing • Materials • Lighting • Rendering
Game Development	Unreal Engine 5 • Real-time environments • Level design • Interactive systems
Software Engineering	Python • Desktop applications • Automation • Web projects
Cybersecurity	Blue Team concepts • Defensive security • System awareness

SOFTWARE & TECHNOLOGIES

Blender — 3D modeling, asset creation, materials, lighting and visualization.
Unreal Engine 5 — game development, real-time visualization, environments and level design.
Python — software development, automation, tools and application development.
Cybersecurity — Blue Team and defensive security interests.

SELECTED PROJECT AREAS

- 3D environments and architectural visualization
- Unreal Engine 5 game and real-time projects
- Custom Python software and utility applications
- Web-based portfolio and digital projects
- Esports and gaming-related creative projects

PROFESSIONAL PROFILE

Creative, technical, and continuously learning. My goal is to combine artistic quality with engineering and real-time technology to build polished digital experiences.

CONTACT

Hamim Al Hayat

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