

# FAEZEH ENSAFI

## Digital Designer / 3D Designer

+31-627-595-874 @ ensafi.faezeh@gmail.com <https://www.linkedin.com/in/faezehensafi/>  
<https://faezehensafi.framer.website/> Amsterdam, NL

### SUMMARY

Results-oriented professional with a passion for creating intuitive and visually compelling user experiences through a combination of interaction design and 3D modeling expertise. Proficient in utilizing tools such as Spline, Rhinoceros, and 3Ds Max to bring innovative concepts to life. Adept at translating complex ideas into user-friendly interfaces and immersive 3D designs.

### EXPERIENCE

#### 3D Designer

**Freelancer** 📅 2017 - Present 📍 Amsterdam, NL

Collaboration in several visual arts sectors in over 25+ projects, locally in collaboration with design agencies such as Took Design and A4 Design House, as well as globally via the Upwork online platform in countries such as the United States and Spain.

- Recent Interface Design: Developed an interactive website interface using Spline. The interface allowed users to explore a room, interactively select objects, and access information about them. Implemented code embedding on Framer to enhance the functionality of the designed interface.
- Successfully completed over 30+ 3D design projects, showcasing versatility and adaptability across various creative challenges.
- Demonstrated expertise in interior design projects, with a focus on 3D rendering and animation. Delivered visually stunning and immersive representations of interior spaces.
- Utilised advanced rendering techniques in projects to produce high-quality visualisations, enhancing the presentation and communication of design concepts to clients.
- Integrated 3D design and rendering seamlessly into graphic design projects. Applied these skills to create impactful web materials, bringing a dynamic and visually appealing dimension to websites.

#### 3D Designer / UX Designer

**NEMO Science Museum** 📅 2022 - 2023 📍 Amsterdam, NL

Developed an immersive educational game for the Nemo Science Museum to instruct children aged 8-12 about sustainable construction materials.

- Managed and guided the team throughout the entire process of designing an immersive educational game for the Nemo Science Museum.
- Transformed 2D illustrations of the game, including city scenes, interior house scenes, and factory scenes, into 3D versions using Spline to enhance interactivity.
- Utilized Spline to craft an engaging and interactive experience for the game's users.
- crafted the entire 3D model of the project using Blender.
- Ensured a high level of detail in the 3D models to enhance the visual appeal and educational value of the game.

#### 3D Designer / UX Designer

**Clever Franke** 📅 2022 - 2023 📍 Amsterdam NL

Created an online data visualization platform in the form of a website, with a specific focus on well-being in the Netherlands, particularly addressing housing shortage data.

- Designed and implemented a 3D interface using Spline, representing a Dutch house as the central element.
- Prioritized user engagement by incorporating interactive elements within the 3D interface.
- enabled users to interact with the Dutch house, exploring data cubes inside it in a playful and engaging manner.
- Leveraged Spline's capabilities to create a dynamic and intuitive user experience.

### SKILLS

Spline Rhinoceros 3Ds Max  
Figma Framer Photoshop  
Illustrator InDesign Lightroom  
Vray Lumion

### LANGUAGES

English Advanced

### EDUCATION

#### Master's in Digital Design

**Hogeschool van Amsterdam**

📅 2022 - 2023

#### Master's in Architecture

**Southern Illinois University**

📅 2015 - 2017

#### Bachelor's degree in Architecture

**Art University of Tehran**

📅 2009 - 2013

### STRENGTHS

- ✓ Critical Thinking
- 💬 Communication
- 🔧 Detail Orientated