# **DINA ABOU SALEH**

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#### **EDUCATION**

MA Masters in Art Direction, Ecole Intuit Lab 2025

**BA** Bachelors of Architecture, American University of Beirut 2020

#### WORK EXPERIENCE

# Scene Productions, Kuwait, Jul 2022

- Role: Multidisciplinary Designer
- Set designer and animation artist. Worked on the production for the AFC- Asian Futsal Cup opening event 2022 in kuwait.

### Mud Architects, Shuwaikh Kuwait Oct 2021 to Apr 2022

• Architecture and Interior visualization

#### **RobocomVR**, Beirut Lebanon Aug 2020 to Sep 2021

- Architect and game designer for the project Pixel Planet for the E sports hub in Al Qana in Abu Dhabi.
- Environment Design, 3D modeling, texturing

#### Studio ArchiGame at AUB, Beirut Lebanon Feb 2021 to Sep 2021

- I developed a studio with Professor Ghazal Al Abassy at AUB. The work involved research, course development, and teaching. The course was given in the summer 2021 as an international online workshop.
- I co-wrote an abstract for the ACSA conference for the proceedings of the course.

#### HONORS AND AWARDS

#### Winner Prix Focus Award for innovation in Space and Architecture

2021 FOCUS PRIZE "A research station on the satellite of Jupiter, Europe" The yearly International Art under the Sea and Art in Space Awards, created in partnership with the Académie des Beaux-Arts under the patronage of the prince of Monaco. It rewards artists who explore new forms of expression in the Sea or in Space and is open to scientists and researchers from all around the world.

Paris, France

# Winner Highly Commended in the Architecture and Design Category

2020 The Global Undergraduate Awards.

This is an international academic awards program that recognizes originality, innovation, and excellence at the undergraduate level. My undergraduate Thesis project was selected as winner in that category.

## LANGUAGES

**Arabic**: Native Language

English: Advanced

French: Basic

**SOFTWARE SKILLS** 

**Architecture**: Autodesk Autocad, Autodesk Revit, Rhino, Grasshopper, Lumion

gaming: Autodesk Maya, Substance Painter, Unity

computer graphics: Adobe Photoshop, Indesign, Illustrator, After effects