

Yusuf Matini

Mechanical Engineer – Hard Surface 3D Modeler

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Professional Summary

Mechanical Design Engineer & Hard Surface 3D modeler specialized in precision design (CNC machine parts and assemblies) and production-ready 3D models for manufacturing and visualization.

Expertise includes:

- **CAD Modeling:** Product and components/assembly design. (SolidWorks, Fusion 360)
- **CAM Tool-path Generation:** Multi-Tool and Multi-Stage/Flip milling G-code generation (Aspire, Solidworks CAM)
- **Performance Simulation:** Structural analysis of parts and products (SolidWorks Simulation)
- **Hard Surface Modeling:** Creation of Game-ready and highpoly visualization models and PBR texturing/rendering. (Blender, Substance Painter, Marmoset Toolbag)
- **3D Printing:** Poly/Mesh optimization for print ready models, slicing and printing experience. (Ultimaker Cura, PrusaSlicer)

Experience

Mechanical Design Engineer | Ikitelli Sanayi | Istanbul, Turkey 2022 – 2025

- Designed a multi-tool 3-Axis CNC machine (Router, Laser, injection molding and glass cutting with a C-axis tool-head) according to customer specifications
- Assisted in the manufacturing, assembly and calibration of the machine.
- Created and modified mesh models for plastic injection molds of accessories based on customer requirements.

Mechanical Design Engineer | ALP CNC | Istanbul, Turkey 2020 – 2024

- Designed and improved assembly for 3-Axis CNC metal milling machine.
- Collaborated in manufacturing of parts and physical assembly process.
- Developed and designed components for an auto-stamping machine.

Gazza Destek Organization | ArchViz Modeler & Animator | Istanbul, Turkey 2024

- Created and optimized 3d models showcasing residential site plans.
- Created ArchViz animations for the site specifically designed for playback on hologram fans.
- Optimized models and textures for mobile ready realtime showcases.
- Developed a VR experience showcasing project and structure floor plans optimized for Meta Quest hardware running on Unity 5.

CGTrader | Hard Surface Modeler | Remote

2018– Present

- Created game ready hard surface assets and renders (lowpoly, high density UV Packing, detailed PBR textures) for several projects.
- Managed storefront operations on the website, including model uploads and updates, Customer inquiries and support.

Education

Bachelor's Degree – Mechanical Engineering (English)

2020

Railway Systems Specialization | Karabuk University, Turkey

Technical Skills

-CAD/Simulation: SolidWorks, Fusion360, SolidWorks Simulation

-3D Modeling: Blender, ShapeLab

-Texturing/Rendering: Substance Painter, Marmoset Toolbag

-Real-Time Software/Development: Unity, Unreal Engine