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A: Tanta, Egypt

ABDALLAH DARWEESH

Video editor and 3D artist



PROFILE

I'm a passionate Video Editor and Motion Graphics Designer with over 6 years of experience. I specialize in crafting high-quality, engaging videos that tell compelling stories for brands, content creators, and agencies. My expertise includes working with industry-standard software such as Adobe Premiere Pro, After Effects, Blender and DaVinci Resolve. I'm dedicated to delivering creative and polished content tailored to meet each client's unique vision and goals.

SKILLS

PROFESSIONAL

- Problem Solving
- Teamwork
- Organization
- Work Planning
- Team Managent

TECHNICAL

- Adobe premiere pro
- Adobe Photoshop
- Adobe Illustrator
- Blender
- Davinci resolve
- AutoCad
- Lumion

EDUCATION

BACHELOR'S DEGREE, ARCHITECTURAL ENGINEERING

Tanta University, Egypt

2018 - 2023

EXPERIENCE

SENIOR VIDEO EDITOR | 2024 - PRESENT

Lensika marketing agency, Dubai, UAE

At Lensika, I serve as the main short-form video editor, creating fast-paced and engaging promotional content for the medical and real estate industries. Most of our work revolves around short-form videos — from ad campaigns to social media content — combining trendy editing styles, motion graphics, color correction, and sound design. We collaborate with leading clients across the UAE to deliver scroll-stopping visuals.

SENIOR VIDEO EDITOR | 2021 - PRESENT

Towards Eternity, Turkey

Towards Eternity is a global YouTube channel producing content in over 9 languages, with millions of views and subscribers worldwide. My role focuses on localizing English and Turkish videos into Arabic — including voice-over syncing, lip-sync alignment, and adapting motion graphics for Arabic audiences. The work demands high attention to detail, cultural nuance, and technical precision to deliver smooth and natural.

Head of media production | 2023 - 2024

PCG-CONSULTING GROUP, Egypt

At PCG, I led the 3D rendering team, producing high-end visuals for large-scale architectural projects, including residential compounds, public infrastructure, and real estate developments. I was responsible for preparing and optimizing 3D models, rendering realistic exterior visuals, post-editing in Photoshop, and creating cinematic animations with smooth transitions. Our work supported major clients like Orascom, with projects including Egypt's new railway stations, modern tram systems, and massive residential compounds in Saudi Arabia with over 1,000 villas.