

3D Designer

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Job Summary

Vacancy : 2
Deadline : Dec 31, 2026
Published : Dec 30, 2025
Employment Status : Full Time
Experience : 3 - 5 Years
Salary :
Gender : Any
Career Level : Mid Level
Qualification : Bachelor Degree

Job Description

Develop realistic **3D renders and walk-throughs** that clearly communicate design intent to clients, internal teams, and production partners. Collaborate closely with Creative, Production, and Technical teams to ensure designs are **aesthetically bold yet technically viable**. Iterate quickly based on feedback, budget constraints, and production realities without compromising design integrity.
Prepare presentation-ready visuals suitable for **client pitches, approvals, and production handover**.
Maintain design consistency with brand guidelines while pushing boundaries where the concept demands it. Stay informed on global trends in event design, experiential marketing, staging, and exhibition architecture.

Education & Experience

Key Responsibilities Translate creative concepts, mood boards, and written briefs into **high-quality 3D visualizations** for events, exhibitions, booths, stages, and large-scale activations. Design **full event layouts**, including stages, audience areas, LED integrations, structures, lighting positions, and branded environments. 3–6+ years of proven experience as a **3D Designer**, preferably within **event design, exhibitions, or experiential agencies**. A **strong, relevant portfolio** showcasing booths, stages, exhibitions, and full event environments (mandatory). High proficiency in industry-standard tools such as: 3ds Max / Cinema 4D / Blender V-Ray / Corona / Redshift or equivalent render engines AutoCAD (or similar) for layouts and technical coordination Adobe Creative Suite (Photoshop, Illustrator) Strong understanding of **scale, spatial planning, materials, lighting, and audience flow**. Ability to balance creative ambition with practical execution. Excellent visual storytelling and presentation skills. High attention to detail and an obsessive respect for quality.

Must Have

Required Skills & Qualifications 3–6+ years of proven experience as a **3D Designer**, preferably within **event design, exhibitions, or experiential agencies**. A **strong, relevant portfolio** showcasing booths, stages, exhibitions, and full event environments (mandatory). High proficiency in industry-standard tools such as: 3ds Max / Cinema 4D / Blender V-Ray / Corona / Redshift or equivalent render engines AutoCAD (or similar) for layouts and technical coordination Adobe Creative Suite (Photoshop, Illustrator) Strong understanding of **scale, spatial planning, materials, lighting, and audience flow**. Ability to balance creative ambition with practical execution. Excellent visual storytelling and presentation skills. High attention to detail and an obsessive respect for quality.

Educational Requirements

Bachelor Degree

Compensation & Other Benefits

Medical Insurance, Social Insurance