

Mouhsine Adnani

Art Director / Principal Artist — Real-Time Environments, XR & Interactive Experiences

Designing spaces that communicate meaning through real-time technology.

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Summary

Art Director and environment artist with 15+ years of experience creating immersive worlds and real-time experiences across AAA games, XR platforms, and interactive simulation.

My career began building environments for studios such as BioWare, Digital Extremes, and Hi-Rez before moving into leadership roles guiding visual direction and mentoring artists. At Magic Leap, I helped explore what spatial storytelling could look like in mixed reality during the early years of the platform.

Today my work sits at the intersection of art direction, real-time technology, and visual problem solving—designing spaces and visual systems that help communicate complex ideas clearly across games, XR experiences, and medical simulation platforms.

Selected Work

Xplore Spine — Real-time surgical training platform (Snke / Level Ex)

Star Wars: Tales from the Galaxy's Edge — ILMxLAB

Mixed Reality Experiences — **Magic Leap** (The Last Light, Project Create, Tonandi)

Paladins — Hi-Rez Studios (incubator prototype team → production)

Warframe — Digital Extremes (early production prototyping)

Star Wars: The Old Republic – Makeb DLC — BioWare

Tony Hawk SHRED (Wii Port) — BuzzMonkey

Core Strengths/ Skills

- Art Direction & Visual Development/Environment Design & World Building
Real-Time Production (Unreal Engine / Unity)/ Lighting, Materials & Spatial Composition
 - Cross-discipline Collaboration / Production Pipelines & Workflow Optimization
AI-Assisted Visual Prototyping (ComfyUI)
 - Tools: Unreal Engine • Unity • 3ds Max • ZBrush • Substance • Photoshop • Plasticity • Marmoset • ComfyUI
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Professional Experience

Snke / Level Ex

Art Director / Principal Artist / 2023 – Present

Work across multiple initiatives involving real-time medical visualization, XR experiences, and interactive training tools.

Previously led a team of 12 artists and now contribute across multiple projects in a principal artist role.

- Contribute to the ongoing development and visual refinement of Xplore Spine, a real-time surgical training and visualization platform
- Support visual development across XR initiatives and other interactive medical experiences
- Create medical visualization imagery used for product communication and educational content
- Help solve visual and pipeline challenges across teams, moving between art direction, hands-on production, and rapid prototyping
- Introduced AI-assisted workflows using ComfyUI to accelerate visual exploration and production tasks
- Work closely with design, engineering, and product teams to align visual quality with technical and product goals

Level Ex

Lead 3D Artist / 2021 – 2023

Led environment development for interactive medical training experiences.

- Managed a team of **3–5 artists** working across multiple projects
- Delivered **20+ interactive experiences** used for medical education and simulation
- Helped translate complex clinical workflows into clear, believable real-time environments
- Collaborated closely with designers, engineers, and producers to balance visual fidelity, usability, and performance

Sephamar / MAN Trucks Partner | Urban Bus Project

Art Direction / Principal Artist | Aug 2022 – Dec 2023

Provided art direction for the design and construction of a custom bus project.

- Developed the visual direction for exterior and interior design
- Collaborated with local partners and builders to translate concept work into a real-world vehicle
- Oversaw the visual coherence of the project from concept through execution

ILMxLAB

Lead Environment Outsourcing Artist / 2020 – 2021

Worked on **Star Wars: Tales from the Galaxy's Edge**, coordinating outsourced environment assets and maintaining visual consistency with the franchise.

Magic Leap

Lead Environment Artist / Lead 3D Artist

2016 – 2020

Joined Magic Leap during its early years and helped shape how environment art and spatial storytelling could work in mixed reality.

- Led environment development for The Last Light, Project Create, and Tonandi
- Helped establish workflows for building assets and environments in a new medium, balancing visual quality with the constraints of early spatial hardware
- Collaborated closely with engineers, designers, and artists exploring how digital content could live convincingly in physical space
- Helped define a visual language for mixed reality experiences where the real world became part of the stage
- Advanced into a broader leadership role across 3D, supporting work beyond environment art across adjacent disciplines including VFX and animation

Hi-Rez Studios

Senior Environment Artist / 2014 – 2016

Member of the internal incubator team exploring new game concepts that eventually evolved into **Paladins**.

- Participated in early prototyping, visual exploration, and world building during the project's formative stages
- Contributed environment design and assets supporting gameplay readability and world development
- Continued supporting the project through production as it evolved into a live game

Digital Extremes

Environment Artist / 2012 – 2013

Joined **Warframe** during early production and contributed to environment prototyping.

- Helped prototype environments and visual direction during the early stages of development
- Built environment assets supporting gameplay exploration and early production

BioWare

Environment Artist / 2011 – 2012

Worked as a world builder on **Makeb**, a major DLC expansion for *Star Wars: The Old Republic*.

- Built environments and world assets contributing to the design of the Makeb planet

BuzzMonkey Software

Environment Artist / 2010 – 2011

- Worked on the **Tony Hawk SHRED** port from Xbox to Nintendo Wii
 - Created environment assets and supported level development
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Education

Bachelor of Science — Game Art and Design

Art Institute of Fort Lauderdale

2005 – 2008

Best Digital Portfolio Award

Associate Degree — Arts

Palm Beach Community College

2002 – 2004

Languages

Arabic — Fluent

English — Fluent

French — Fluent

Portfolio

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