

ABDULLAH ZEYWER

Senior Broadcast Motion Designer | Unreal Engine & AI Specialist | Newsroom Tools Developer | AR/VR/XR

assnzb@gmail.com +974 50901593 (WhatsApp) behance.net/assnzb Doha, Qatar • Open to U.S. Relocation / Remote
linkedin.com/in/abdullah-zeywer

PROFESSIONAL SUMMARY

Award-winning Broadcast Motion Designer and Newsroom Technologist with 11+ years of experience spanning real-time 3D production, AI-driven media workflows, and custom software development for international news networks. Holds three Telly Awards for immersive virtual studio design. Proven track record building end-to-end solutions — from Unreal Engine virtual studios and ComfyUI AI pipelines, to bespoke newsroom web applications, interactive maps, and image-processing tools that measurably accelerate editorial workflows. Seeking to bring this rare combination of creative and technical expertise to a U.S. media organization.

AWARDS & RECOGNITION

- **Telly Award — Iraq War Immersive Studio** — Excellence in historical storytelling & virtual studio design using Unreal Engine *AI Araby TV, 2022*
- **Telly Award — Ukraine–Russia War Coverage** — Excellence in political & conflict reporting design *AI Araby TV, 2022*
- **Telly Award — Gaza War Storytelling Project** — Narrative-driven motion design and visual storytelling in war documentation *AI Araby TV, 2024*

TECHNICAL SKILLS

Broadcast & Real-Time 3D: Unreal Engine, Zero Density, Vizrt / Viz Pilot Edge, Cinema 4D, Blender, After Effects

AI & Generative Media: ComfyUI (advanced workflows, ControlNet, IP-Adapter, custom nodes), AI video & image generation, automated AI report production, Stable Diffusion pipelines

Newsroom App Development: Python (Flask), JavaScript, Node.js, HTML/CSS, REST APIs, Puppeteer, web scraping & automation

Newsroom Tools Built: Batch image crop & processing tools, AI-powered image formatters, interactive editorial maps, broadcast workflow automation, auto-blur background systems

Design: Figma, Adobe Illustrator, Adobe Premiere, AR/VR/XR design, motion graphics, broadcast branding

KEY PROJECTS

Iraq War — Immersive Virtual Coverage Studio

AI Araby TV, 2023

Designed and produced a fully immersive virtual studio in Unreal Engine for the 20th anniversary of the Iraq War — delivering cinematic lighting, animated battle maps, and archival recreations from concept to live broadcast. Telly Award winner.

Ukraine–Russia War — Real-Time Coverage Studio

TRT, 2022

Led end-to-end design of a live real-time virtual studio integrating animated geopolitical maps, custom 3D assets, and story-driven sequences. Delivered from concept to live broadcast and earned a Telly Award for conflict reporting design.

AI Newsroom Report Generator

AI Araby TV, 2023–2024

Built a fully controlled AI visual production pipeline using ComfyUI — automating image generation, scene composition, and quality control for editorial AI reports. Reduced visual story production time significantly.

Newsroom Web Applications & Workflow Tools

AI Araby TV, 2022–2024

Developed a suite of internal tools including a batch image crop & processing system (with drag-and-drop, paste support, and AI auto-blur), an interactive map platform for editorial coverage planning, and social media image automation tools. Built with Python (Flask), JavaScript, and Node.js.

PROFESSIONAL EXPERIENCE

Senior Broadcast Motion Designer & Newsroom Tools Developer | [Al Araby TV Network](#) | *Doha, Qatar* Aug 2022 – Present

- Design real-time 3D graphics and immersive virtual studio environments for breaking news, live shows, and major special broadcasts reaching millions of viewers across the Arab world.
- Build and operate advanced virtual studios in Unreal Engine and Zero Density, tailored for dynamic on-air storytelling and live coverage.
- Develop and maintain custom AI pipelines using ComfyUI — producing AI-generated visuals, automated report imagery, and controlled generative media for editorial use.
- Build bespoke newsroom web applications (Python/Flask, JavaScript, Node.js) including image crop & processing tools, interactive editorial maps, and workflow automation utilities.
- Integrate AI-powered tools into motion design pipelines to accelerate creative output and reduce production time.
- Lead visual storytelling initiatives and contribute to concept development across broadcast and digital platforms.
- Supervise design execution across projects to ensure consistency, quality, and on-time delivery.

Motion Designer / Viz Artist | [TRT – Turkish Radio and Television Corporation](#) | *Istanbul, Turkey* Aug 2018 – Aug 2022

- Developed broadcast visuals and motion graphics for political, economic, and cultural programs across TRT's global platforms.
- Introduced real-time graphics pipelines using Unreal Engine and Vizrt — significantly reducing production time.
- Collaborated with editorial and technical teams to produce compelling, story-driven visuals under live broadcast conditions.
- Led visual rebranding efforts across multiple TRT platforms.

Motion Graphic Designer | [Al Fallujah TV](#) | *Istanbul, Turkey* May 2014 – Aug 2018

- Created intros, explainers, and visual packages for on-air and digital content using After Effects and Illustrator.
- Designed animated infographics and dynamic templates for live news segments.
- Delivered high-quality motion graphics under tight deadlines in a fast-paced newsroom environment.

Freelance Graphic & Motion Designer | [Independent](#) | *Istanbul, Turkey* 2010 – 2014

- Worked with clients across media, corporate, and creative sectors to deliver brand visuals, animated promos, and motion content using Adobe Creative Suite and Cinema 4D.

EDUCATION

- **Diploma in Information Technology** 2005 – 2009
- American Academy — Amman, Jordan

LANGUAGES

Arabic — Native **English** — Fluent **Turkish** — Fluent