

Jawad Jalal

Designer & Founder. [Building the good-looking.](#)

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PROFILE

Fifteen and just outside London, operating at industry level since thirteen. A 3D artist, marketer and founder making things that look good and actually work — from game-ready Roblox assets to brand identity and full site builds. Founder of [jawadj.design](#) and [weld.](#), CMO at [Acquiblox](#) and PR agent at [SOF Agency](#), backed by a strong academic record (A* HPQ, predicted Grade 9s across six subjects). Focused on high-leverage skills — management, communication and negotiation — to unlock game production and strategic partnerships.

EXPERIENCE

[jawadj.design](#) 2026 — Present

[Founder · Web & Design Studio](#)

My freelance studio. Brand identity, UI/UX and full site builds for founders who want it to actually look good.

[weld.](#) 2026 — Present

[Founder & Project Manager](#)

A structured marketplace fixing how Roblox studios hire developers. Sole founder, live waitlist at [weldroblox.com](#).

[Acquiblox](#) 2026 — Present

[Chief Marketing Officer](#)

Own marketing strategy, brand positioning and community growth across Discord and X.

[Basket Ent](#) 2026 — Present

[Acquisitions Team](#)

Sourcing, evaluating and closing game acquisition deals, then planning post-acquisition LiveOps.

[World Ent](#) 2026 — Present

[3D Artist](#)

Stylised and realistic 3D assets for live Roblox titles, modelled and textured end to end.

[SOF Agency](#) 2026 — Present

[PR Agent & Copywriter](#)

PR, influencer partnerships and crowdfunding campaigns for game studios and digital brands.

[Cosmos Models](#) 2024 — Present

[Self-Employed 3D Artist](#)

My own commissions studio in ZBrush, Blender and Substance, with a 200+ member server and paid clients. Contracted by leading Roblox studios — [Optidash](#), [Underdog](#), [Inter](#), [Ape](#) and [Bound](#) — on titles including [Fish it!](#), [Blade Ball](#) ([Dobig Studios](#)) and [Ghoul;///RE](#).

EDUCATION

Queen Elizabeth's School, Barnet

Year 10 GCSE · Sep 2024 — Jun 2027

HPQ: A* (47/50)

Predicted GCSEs

9 · Economics

9 · Maths

9 · History

9 · German

9 · D&T

8 · Eng Lit

8 · Eng Lang

8 · Triple Sci

SKILLS

3D & Technical

Blender · ZBrush · Substance Painter · Roblox Studio · full pipelines (topology, UV, baking, PBR, LOD) · stylised & photoreal rendering · AI workflow integration

Design & Web

Brand identity · UI/UX · full site builds · copywriting

Production & Business

Game acquisitions · LiveOps · brand partnerships · PR & outreach · community growth

Leadership

Project management · client negotiation · strategic planning · time management

SELECTED WORK

Chaos Eater Sword Series

— fantasy weapons, advanced ZBrush sculpting & PBR

Ornate Treasure Chest —

stylised game-ready prop, environment storytelling

Creaking Remake —

realistic horror character, cinematic lighting

ONLINE

Portfolio [jawadj.design](#)

[weld.](#) [weldroblox.com](#)

X [@jawadmakes](#)

Instagram [@j.awadjalal](#)

TikTok [@jawadmakes](#)

YouTube [@jawadmake](#)