

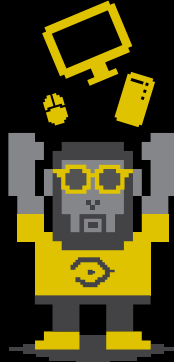
MOHAMMAD OMAR

GRAPHIC DESIGNER ■ ILLUSTRATOR



WHO AM I...

I'm a designer from the wonderful, though weatherly unpredictable State of Florida. Some of my best design choices are born from necessity, and being resourceful. Adaptability and systematic methods are easily my two strongest personal qualities. Multitasking is a must for me; it keeps me fresh, creative, and focused. I work great with teams or flying solo, just as long as I'm working. I'm confident in my design choices and skills, but always trying to improve both professionally and personally.



HOBBIES AND INTERESTS



Really love listening to it while I am working on a project. It really helps to flush out my creative side without rules.



Top on the charts of things to do in my spare time. Very relaxing & great way to expose yourself to other mediums of inspiration.

READING

Comics, fiction, non-fiction, its all good to me. Another great way to exercise my creativity, and imagination.

SKETCHING

Something I picked up on recently but have really started enjoying. Also a great device for me to channel my inner designer.

SOFTWARE KNOWLEDGE



WORK EXPERIENCE

BLACK TIE DIGITAL MARKETING

Intern / Jr. Graphic Designer | 02/2016 - 02/2017

I mostly worked on projects for small, local companies. Including logo design, typographical solutions, branding, marketing, media kits, and maintaining consistency across various media integrated campaigns, both in web and print.

DESIGN RESPONSIBILITIES INCLUDE:

Research & Ideation	Packaging design	White papers
Illustration	Layout	Web Design

UNIVERSAL STUDIOS

Lead Parking Attendant | 07/2010 - 08/2016

The day to day is performing updates on documents, networking printers, software, troubleshooting programs, maintaining ink and paper stock. Helping/tutoring co-workers with general graphics knowledge and software issues, as well as assisting with any technical issues with files or software.

DESIGN RESPONSIBILITIES INCLUDE:

Training Manuals	Excel Docs	Posters/Flyers
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MAMA SAUCE PRINT SHOP

Quality Control Intern | 04/2014 - 08/2014

My main job was looking through all the prints that came off the presses & selecting the best ones from the bunch to send to the client. I was also responsible for making the final preparations after the selection process had been done, including shrink wrapping the projects, boxing, & labeling the projects for distribution. Other daily duties included: maintaining the die inventory, as well as assisting other departments with daily maintenance duties including: ink rollers, mixing inks, and organizing all incoming paper and other various shop supplies.

EDUCATION

VALENCIA COLLEGE

MAJOR:

Graphic Design

DEGREE:

A.S. Graphic Design, 2016

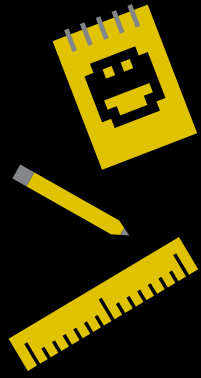
ORLANDO TECH

MAJOR:

3D Animation

CERTIFICATES:

Modeler
Texture Artist / Rigger
Animator / Motion Capture Technician
3D Animation Production Assistant



TO BE CONTINUED...

CONTACT ME



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