



MOHAMMED LATEEF

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613-355-2171

Ottawa, Ontario

3D Character, and Enviromental Artist, Digital 3D Sculptor

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Software

- Blender
- Zbrush
- Marmosett
- Adobe Creative Suite
- Substance 3D Painter
- Photoshop
- Illustrator
- InDesign
- Premiere Pro
- VStudio Code
- Figma

Skills

- Computer literacy
- Customer service/communication
- Azure-DevOps
- Agile
- Bilingual (English/Arabic)
- 3D Printing
- 3D Rigging and animating

Education

01 - 2024 - 01- 2026,

Interactive Media Design, Algonquin College, Ottawa Ontario

Summary of Accomplishments

- Web Development and Quality Assurance
- Computer literacy, with a background of coding for websites and some other
- programming languages and testing code.
- UiUx design, analysis, and figma
- Web Design experience. Experience with some branding guides and some experience with
- figma and web mockups for websites.
- Graphic Design
- Designed logos and different assets for UI and visual identity for different groups. skilled with Adobe Creative Suite and Affinity Architects.
- 3D Character and Environment Designer
- Designed and created Animation and print ready characters and environments through use of both hard surface modelling and sculpted assets.

Mentorship & Independent Study

Studying under guidance of mentors has helped progress

- Ongoing guidance across Web Development and Digital Art, focusing on professional workflows and critique-driven improvement (2020-Present).
- Applied mentor feedback to self-directed projects, improving sculpt quality, topology cleanliness, and print readiness.
- Built awareness of end-to-end pipelines from planning through delivery in both code and art contexts.



Experience

04 - 2025, **Quality Assurance, Algonquin College R3 Project**, Ottawa, Ontario

- Manually tested deliverables on QA environment before releasing
- Developed tests end to end testing through Microsoft Azure Dev-Ops
- Developed test plans and test strategies
- Verified and validated that requirements have been met to approve release
- Performed smoke testing and regression tests on components after new releases

05 - 2023, **Quality Assurance, H&H IT Consulting**, Ottawa, Ontario

- Manually tested deliverables on QA environment before releasing
- Developed automated end to end testing using CypressJS
- Developed test plans and test strategies
- Verified and validated that requirements have been met to approve release
- Performed smoke testing on production environment to ensure release works as intended
- Applied Zephyr plugin in Jira to document and track test executions

01 - 2023, **Front-End developer, H&H IT Consulting**, Ottawa, Ontario

- Developed frontend features of a lawyer conveyancing web application
- Created UI/UX design and wireframes using Figma
- Managed frontend code using React framework
- Initiated and refined unit tests using Jest
- Participated in Agile Scrum team and attended scrum activities
- Tested features before creating pull requests
- Used Jira to update the status of my tasks and deliverables
- Created pull requests for code review and approval from senior colleagues using Bitbucket

Related Projects

09 - 2025, **Project Lead of a Video Design Project**, Ottawa Ontario

- Team Lead for a client project to deliver a safety instructional video of a workshop space
- Managing team deliverables and tasks to insure high quality results
- Communication and collaboration between client and team ensuring best practices and client satisfaction



06 - 2025, **Trophy and Medal design's for local events**, Ottawa Ontario

- Collaborating with fellow designers to create a prize for events through Illustrator
- Planning out what the 3D version of the designs through Lazer machinery
- 3D Printing prototypes of the designs

09 - 2024, **Created and maintained Personal brand**, Ottawa Ontario

- Sculpting and streaming brand for 3D
- Rebranded brand to new name HexSculpts
- Work on 2D and 3D assets using different platforms for design such as Blender, Zbrush, Marmoset Toolbag 5.