Nabi 'Medidog' Hamdi Mortan

Concept Artist, UI/UX Designer & Animator

(1987) lives and works in Chicagoland, IL.
He studied architecture but dedicated his years studying and working on producing animation, video games,
user interfaces and experiences throughout his career. He is currently looking for work while
making his own animated pixel comics and making humorous adventure games with his angel half Delikedis.

Industry Experience

2020 Creative Director / Eyes of Play Animated Pixel Webcomic Series (TBA)

2019 Developer / Precious Moment, on Itch.io & every May 28th on Meditations.games installer (Released)

2019 3D Artist @ Virtual Grounds Interactive / Junction Earthworks AR App, on iOS and Android (Released)

2018 Developer / Impeccable High, a Cooking and Sewing Top-down Pixel Adventure Game (TBA)

2016 Developer / CyberZDvac, a robot dating sim, on Itchio (Released)

2015 3D Concept & UI Artist @ Raindrop Games / Derailed , a social anxiety sim (Indiecade & TheGeekieAwards)

2011-2014 Digital Designer @ CERHAS, an Interdisiplinary Research and Media Lab in University of Cincinnati

- UX/UI Design for Hopewell Culture NHP Exhibit / Kiosk App, Client: Heartland Earthworks Conservancy
- UX/UI Design for Newtown Exhibit / Kiosk App, Client: Cincinnati Museum Center
- 3D Artist for Mystery of Ancient Architects (DVD Film), Client: CameraOne
- UI Artist for Thomas Jefferson's Poplar Forest Educational Game, on iOS (Released, No longer available)
- 3D Artist, Video Editor & QA for AncientOhioTrail.org, Client: National Endownment for the Humanities

Honors Awarded

2016 1st Place in Cyberpunk Jam 2.0 - CyberZDvac Game, Itch.io

2013 Best Animation and Effects -The Archeology Channel International Film Festival, Oregon

2011 Honorable Mention - MEB Sisli Highschool National Architectual Competition, Turkey

Educational Background

Master of Science in Architecture (Thesis Title: Using Game Engines in Interactive Co-design)

University of Cincinnati

2011-2014 (Graduated)

Bachelor of Architecture

Izmir Institute of Technology

2006-2011 (Graduated)

Tools Experience

>15 YEARS Adobe Photoshop, Illustrator, Flash, After Effects

~7 YEARS Adobe Premiere Pro, Unity Engine, Blender, 3DsMax, Indesign

<2 YEARS Figma, Aseprite, Procreate, Unreal Engine, Garage Band, Xcode, Visual Studio (C#), Maya