

Nabi 'Mediolog' Hamdi Mortan

Art Director

I studied architecture but dedicated my years self-teaching and producing animation, video games, user interfaces.

I love creating unique experiences and I am currently freelancing but actively looking for full-time work.

In between projects, I am making webcomics and animating pixels on Twitch. I am currently living in Chicagoland, IL.

Projects

- 2021-2022 Art Director, Animator and CC @ ISOMARK HEALTH - *animal health product promo* (TBA @ Isomark.com)
- Storyboarding, presenting, investor pitch deck design, cel animation, video and image editing, data viz.
- 2020 Art Director and Pixel Artist @ EYES OF PLAY - *mystery-slice of life comic* (Released @ Webtoon Canvas)
- 2018-2020 Pixel Artist and Developer @ IMPECCABLE HIGH - *jrpq cooking adventure* (No longer in development)
- 2019 Art Director and Developer @ PRECIOUS MOMENT - *cherishing moments* (May 28 @ Meditations.games)
- 2019 3D Artist @ JUNCTION EARTHWORKS AR - *augmented ancient experience* (Released @ iOS & Android)
- 2016 Art Director and Programmer @ CYBERZDVAC - *robot dating simulator* (Released @ Itch.io)

Experience

2019-2022 Freelance Designer and Animator

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

- UX/UI Design for Newtown Exhibit Kiosk App, Client: Cincinnati Museum Center
- UX/UI Design for Hopewell Culture NHP Exhibit Kiosk App, Client: Heartland Earthworks Conservancy
- 3D Artist, Video Editor and QA for AncientOhioTrail.org, Client: National Endowment for the Humanities
- 3D Artist for Mystery of Ancient Architects (DVD Film), Client: CameraOne

Honors Awarded

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

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

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

Educational Background

2011-2014 University of Cincinnati - Master of Science in Architecture (Graduated)

Thesis: Using Game Engines in Interactive Co-design

2006-2011 Izmir Institute of Technology, Turkey - Bachelor of Architecture (Graduated)

Utilized Tools Experience

> 15 YEARS Adobe Photoshop, Illustrator, Animate (Flash), After Effects

~ 10 YEARS Adobe Premiere Pro, Unity, Blender, 3DsMax, Indesign

~ 2 YEARS Aseprite, MagicaVoxel, MagicaCSG, Procreate, GarageBand, Xcode, Visual Studio, Maya, Unreal, Figma