



Nabi Hamdi Mortan

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## SUMMARY

I am a **creative soul** living in the Chicago Area. I am dedicated to creating personalized experiences & beautiful designs for all. I enjoy developing and playing games, and making music in my spare time.

## PROFESSIONAL WORK

### Environment & UI Artist

Raindrop Games

Santa Clara, CA  
Spring 2015

Projects that I am involved: Derailed Game, The Remedy

- Model 3D caves, design and program a digetic UI for the train
- Draw concept art, hand-drawn characters & environment
- Develop social responsibility games in Adventure Creator & Unity3D

### Remote 3D Artist

Anchora Games

San Francisco, CA  
May 2014 - 2015

Projects that I am involved: Forgotten Myths, Ottoman Slap

- Integrate C# scripts into Unity3D with an efficient workflow
- Transform battle arena sketches into 3D models using MAX/Mudbox
- Collaborate within a team of two to develop Kickstarter Project

### Digital Artist

CERHAS

Multiple projects completed  
with many strict deadlines.  
Rehired for each project,  
upon successful completion.

Cincinnati, OH

Sept 2011- May 2014

HTML Touch Screen Kiosk App in Mound City & Newtown Museum

- Create an app for the kiosk. Utilize HTML5 and jQuery plugins
- Recieve feedback from museum reps and implement changes
- Upgrade and maintain the program for 2 years.

Ohio's Earthwork & Mounds Website (AncientOhioTrail.com)

- Contribute to website and interactive map build with Bing Map API
- Edit video & audio files, model & render 3D anim., maintain website
- Game conceptualization, creative problem solving, and UI design

### Remote Designer

Amplio Vita

Ankara, TURKEY. 2009

Numil Idea Factory Widget (numilfikirfabrikasi.com)

- Design assets for the widget in Photoshop and collaborate with a programmer to bring the widget to life in Adobe Air for Numil Inc.

### Design Intern

Univeristy of Economics

Izmir, TURKEY. 2009

Bazmi the Buzz Bee

- Create an interactive character with Flash Pro and ActionScript3

## SOFTWARE & SKILLS

### MODELING/ UV TEXTURING

Blender  
3DsMAX  
Mudbox  
CrazyBump

Advanced  
Knowledge

### ANIMATION/ GAME ENGINE

3DsMAX  
Unity3D & UDK

Intermediate  
Knowledge

### CODING/HACKING

C#  
HTML5/CSS3  
JavaScript/Jquery  
Modernizr  
Wordpress

### POST PRODUCTION/ DESIGN

Adobe CS3/ CC

SKILLSET  
Creative critical thinking  
Effective time management  
Adaptability to new tools  
High attention to detail

## EDUCATION

2014

University of Cincinnati

MsArch, Cincinnati, OH  
Real Time Visualization

DAAP

2011

Izmir Institute of Technology

BArch, Izmir, TURKEY  
Design Principles /Architecture

2005

Izmir Bornova Anadolu

High School, Izmir, TURKEY  
Science, Math & German

## AWARDS & HONORS

Best Animation & FX Award

Mysteries of the Ancient Architects - TAC Intern. Film Festival, Eugene, OR

Arch Design - Honorable Mention

Manisa Municipality Building Architectural Competition, Manisa, Turkey

Arch Design - Honorable Mention

Sisli High School Complex Architectural Competiton, Istanbul, Turkey

Logo Design - 1st Prize Award

Underwater Community in Izmir Institute of Technology, Izmir, Turkey

Lions Travel Scholarship

Stayed six weeks in Lions Club Summer Camp, Königswinter, Germany

## LANGUAGES

Turkish Native

English Advanced

German Intermediate

Japanese Beginner