Nabi Hamdi Mortan

'Medidog'

UXDesigner

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Professional Experience

2014-2022 Freelance Designer and Animator

Art Director, Animator and CC for Isomark Health, Inc - animal health product promo (WWW.ISOMARK.COM)

- *Storyboarding, character design, animating, video editing, presenting, investor pitch deck design, data viz*

3D Artist for Heartland Earthworks Conservancy - mobile experience (JUNCTION EARTHWORKS AR)

- *Implementing geometric patterns into concept, 3D model, texture creation, Unity material, animation*

2D/3D Environment and UI Artist for RAINDROP GAMES, PBC - mobile experience

- *Collaborating on 3D assets in Unity, improving the environment lights, scale control, building a diegetic UI*

2011-2014   Digital Designer at CERHAS (an Interdisciplinary Research and Media Lab in University of Cincinnati)

UX/UI Design for Cincinnati Museum Center and Hopewell Culture NHP Exhibit - on-site installed html kiosk app

3D Camera Artist, Video Editor,and QA for National Endowment for the Humanities (ANCIENTOHIOTRAIL.COM)

3D Camera Artist, Texture Designer and Animator for CameraOne (MYSTERY OF ANCIENT ARCHITECTS DVD)

Personal Projects

2020-2022   *Co-creator of EYES OF PLAY -mystery-supernatural webcomic*   *(www.tinyurl.com/eyesofplay)*

2018-2020   *Indie Game Developer of IMPECCABLE HIGH - jrpg w/ cooking mech (Hiatus-Twitter: @impeccablehigh)*

2019   *Co-creator of PRECIOUS MOMENT -cherishing moments*   *(Every May 28 on Meditations.games)*

2016   *Art Director & Programmer of CYBER//ZDVAC - robot dating simulator*   *(Released on medidog.itch.io)*

Honors Awarded

2016 1st Place in Cyberpunk Jam 2.0 - Cyber//ZDvac 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 Topic: Human Computer Interaction (Title: Using Game Engines in Interactive Co-design)*

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

Utilized Tools

› 15 YEARS of experience in Adobe Photoshop, Illustrator, Animate (Flash), After Effects

~ 10 YEARS of experience in Adobe Premiere Pro, Indesign, Blender, 3DsMax, Unity, UNREALEngine

~ 3 YEARS of experience in Figma, Procreate, Aseprite, GarageBand, Xcode, Visual Studio, Maya, MagicaVoxel