

# Nabi Hamdi Mortan



## Professional Experience

hamdimortan@gmail.com

### 2014-2023 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

## Academic Experience

### 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-ongoing** Co-creator of EYES OF PLAY - a mystery-supernatural webcomic ([www.tinyurl.com/eyesofplay](http://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