Nana Mohamed

3D Production Artist

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Technical Skills

3D Assets	3D Modeling	Texturing
Rendering Environment	UV Mapping	PBR Material

Software Skills

Maya	After Effects	Adobe Premiere Pro
Photoshop	Illustrator	

Essential Skills

• Adaptability   • Second Language (Arabic)   • Self-Discipline   • Creativity

Education

Washington State University Vancouver.

Bachelor of Arts in Digital Technology and Culture, Fall 2025.

Recent Projects

T1 TimeStream: An Augmented Reality (AR) Exploration of Vancouver's Heritage, *Fall 2025*
An augmented reality exploration of Vancouver's heritage created for the Port of Vancouver's Terminal 1 that highlights stories found along the Rotary Walk at Vancouver, WA's Waterfront.
• Produced 2D illustrations and motion graphics for the BNSF train scene, composited into rendered scenes using lighting and shading to match the AR environment's visual style.

Cartoon Military Short Film, *Fall 2024:* https://youtu.be/zVEiWJgGieQ
• Created and animated 3D assets in Maya for a stylized military scene featuring soldiers and a vehicle; modeled the environment, refined textures, and rendered in 3D engines to highlight character interaction and storytelling.

Museum 3D Animation, *Spring 2025:* https://youtu.be/R6hEv7Toocc
• Developed a short 3D assets in Maya featuring a museum theft scenario.
• Modeled, sculpted, and textured 3D assets in Maya for a museum theft animation; integrated lighting and rendering for final compositing in Premiere Pro.

Artificial Intelligence Experience

I use AI such as ChatGPT as a supportive resource in my creative work, helping with brainstorming and structuring ideas while ensuring the final product remains fully my own.