Nana Mohamed   **2D &3D Animator**

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Technical Skills

2D &3D Animation	Audio Editing	Rendering Environment
3D Modeling	Video Editing	Photography

Software Skills

After Effects	Adobe Premiere Pro	Photoshop
Illustrator	Maya	Garage Band

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.

Fire Safety Animation, *Fall 2025:* https://youtu.be/2K5TWo2jCS0
• Produced a 2D illustrated animation on fire safety, creating the script, character designs, storyboard, and final scenes in Illustrator and After Effects.
• Collaborated with a student from another major who provided voice acting.

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.