

# Omar Mohammad

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## About

Omar Mohammad is a designer, programmer, and artist. He creates experiences and objects that people interact with. He works in all areas of design that afford interactive qualities. He is not a specialist, therefore his skills span many disciplines enabling him to create interdisciplinary work through all forms of art, design, and technology.

## Education

### University of California, Davis

B.A. Design | June 2018

### University of California, Berkeley

Simultaneous Enrollment - Arts + Design | 2017

## Experience

### San Francisco Museum of Modern Art

*Creative Technologist Intern* | Present

Designing and coding cool stuff under the supervision of the Creative Technologist and the Web + Digital department.

### UC Davis Library

*Graphic Designer* | March - December 2017

Designed communication materials, both print and digital, for the communications and development teams of the University Library.

### Citris & the Banatao Institute

*Web Development & Design Intern* | May - July 2017

Redesigned default CMS template website with custom HTML & CSS to follow previous brand guidelines. Also designed widgets, banners, and icons for the website and other web based projects.

### Telegraph Academy (Hack Reactor)

*Design Intern* | October 2015 - January 2016

Utilized visual design, creative direction, and branding to build an online presence while communicating the company's role of fostering inclusion and diversity in the Bay's tech industry.

## Involvement

### Berkeley Art Museum Pacific Film Archive

*Student Committee* | September 2017 - Present

Connecting the students of UC Berkeley to art, film, and the BAMPFA through student run events, pop-ups, and workshops created to build engagement with the museum.

## Recognition

### UC Davis Prized Writing Award & Publication | June 2018

*What, How, and Where to Build: The American Mosque*

Essay selected for publication by the University Writing Program.

### Hoverstat.es | January 2018

Featured for sfmomabathrooms.com

### Brutalistwebsites.com | December 2017

Featured for omarmhmmd.com

## Skills

Art Direction  
Creative Direction  
Front - End Dev  
Game Dev  
Graphic Design  
Illustration  
Industrial Design  
Interaction Design  
Physical Computing  
Programming  
Prototyping  
Visual Design  
Sound Design

## Tools

Ableton  
Adobe CC  
Atom  
Figma  
Rhino  
Unity

## Code

Arduino  
CSS  
C#  
Git  
HTML  
JavaScript  
jQuery  
Node.js  
Processing  
p5.js

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## Projects

### **shadezine.com**

Website | June 2018

Shade is a concept. An art house. A name cultivated out of a friendship between two creative women of color who saw a void online and in the art world. Shade is currently run out of the Bay Area. Their space is ever changing and uncontainable. I had the privilege of designing and programming Shade's first website, where the navigation is based on an ever changing and uncontainable system that informs the user through a dynamic interface.

### **JosefAlbersBot**

Twitter Bot | October 2017

@josefAlbersBot is a twitter bot that takes on the spirit of Bauhaus artist Josef Albers. With this twitter bot questions about Albers' existence in the 21st century are explored: with the ease of illustration and automation how would Albers go about creating his revolutionary pieces? Tweet a photo to @josefAlbersBot to make your own personal homage.

### **Qiblah**

Object | September 2017

Qiblah is a speculative prototype design that explores anti-interface technology. The qiblah is the direction towards the Ka'aba which Muslims face towards while praying. Today many smart phone apps are responsible for guiding Muslims towards the correct qiblah. Qiblah was designed as an analog alternative, enabling holy spaces to be untouched by the distractions of higher technology.

### **SFMOMABATHROOMS**

Website/Print | August - September 2017

SFMOMABATHROOMS is an interactive and print experience showcasing the bathrooms located at the San Francisco Museum of Modern Art. These bathrooms extend the experience of the museum into liminal spaces that usually take no part in an experience of art. The experience is now presented in the form of a website and print zine.

### **Monolith**

Video Game | May 2017

Monolith is an experimental video game that creates a tangible interface between an otherwise digital experience. Through light, sound, and color the player is immersed in a world that exists not only on screen but on the table next to them. Using serial connections between Arduino and the Unity game engine, a model of the game scene is connected to the virtual world of the game, creating a physical reality experience.