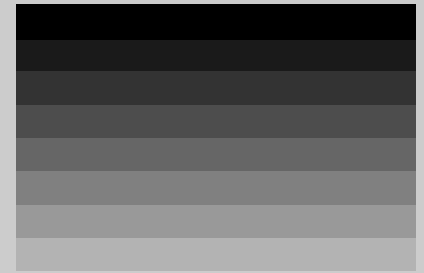


Omar Mohammad

Designer/Programmer/Artist



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🌐 omarmhmmd.com

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. Because of this 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 | 2017
Arts + Design

Jobs

omarmhmmd
Freelance Design | January 2016 - Present
A creative studio under which graphics, websites, and films are created for driven youth in the Bay Area working in the fields of art, tech, and design.

UC Davis Library
Graphic Designer | March 2017 - Dec 2017
Designing communication materials, both print and digital, for the communications and development teams at 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

Brutalistwebsites.com | Dec 2017
Featured for the design of omarmhmmd.com

Skills

Art Direction
Branding
Creative Direction
Film
Front - End Dev
Game Dev
Graphic Design
Illustration
Interactivity
Music Production
Photography
Prototyping
Visual Design
UI/UX

Tools

Ableton
Adobe CC
Atom
Figma
Fusion 360
Sketch
Unity

Code

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

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Projects

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.