

[CV]

[NADEEM AL-HAJ ZEIN]

Artist name: Giotto

Designer/ Visual Artist

DOB: 14/06/00

BIO

As a Visual artist and Designer I have attained many skills to becoming an efficient and creative practitioner. I strive in stressful situations while also having the for-site to plan ahead. I enjoy and strive to learn new skills and learn them to a professional level. As a creative mind, I have always look to stand out as an artist/designer while always looking for the next step to take in my creative journey.

Education

BFA Design

Concordia University

September 2021-2025

Work Experience

2016

Present

ArtSpace
Kuwait

Assistant Artist

Sep 2016-
Jan 2019

American
University
of Kuwait

Student Office
Assistant

Sep 2017-
March 2020

Mashrou
Wanabqa

Graphic Designer

July 2021-
Jan 2023

Cafe van
Houtte

Barista

June 2022-
August 2022

Digital arts Skills

Graphic Design (Illustrator, Photoshop, and InDesign)

Creative Coding (MAX MSP, Touchdesigner)

Web Design (HTML, CSS, and JavaScript)

Video Editing (Premier Pro, After-Effects)

3D modeling (Blender)

Visual arts skills

Painting and Drawing

Fabrics and textile works

Sewing (hand and machine)

Basic wood working

Contact Info:

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[MORE INFO]

Freelance (Creative practitioner)

Current	2019- Present
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My Freelance work over the years has entailed working on different creative projects. Initially mural painting, then graphic design. Today it mostly entails creating visual installation using screens or projectors in unison with other material and creating Audio Reactive visuals. My practice is centered around the Montreal rave and nightlife scene.

Since 2022 I have been an active member of Montreals rave scene on an organizational level. Mostly doing work as a VJ(Video Jockey) and as an Visuals installation Designer. I have since worked with some of the citys biggest collectives such as Homegrown Harvest and LATEX. I have also gotten the opportunity to work with some of Mont reals Visual Arts institution such as Centre Phi and SAT. Additionally I have been booked out of town to work with one of Ottawa's Arts organization called Debaser.

From working as a freelancer I have adopted many social and networking skills in order to attain visuals and installation gigs. Since, I have attained a statues as being a reliable person to work with. I typically I go through a planning and budgeting process with my clients to design the installation to along with their vision of the event while also staying true to my creative process as a visual artist, for which I have been hired for. Following this before, during, and after the event I would go through Installing, operating, and tearing down the installations myself often working for over 12 hours straight on the day of the event, not to mention preparing the visuals and designing the installation, Purchasing the items required to setup the installation, purchasing the materials of the installation, and organizing the transport of myself and my equipment to and from the venue. All of this combined can lead to a work time of around 15-30 hours per event depending on the level of complexity and planning.

Check out [@giotto.the.imposter](#) on Instagram to see the results of some of these installations.

Studies

Concordia	2017 - 2025
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I have spent almost 8 years in university. The first 4 four I spent studying part in the American University of Kuwait(AUK) on the path to transfer and study engineering. During the isolation period of COVID-19 I decided to switch out of studying engineering and went into Visuals arts starting with some graphic design classes at AUK before transferring into Concordia University's Studio arts program. In my first year I took classes in the Intermedia department learning creative programing and video production.

After my first year, I transfered into the design program at Concordia University, which i am currently in and plan to graduate from in May of 2025. Since joining the program, I have learnet meaning skills associated with design and design studies. The program offers multiple path ways to take in your studies. Mine ended up being more focused towards graphics and installation design along with some delving into web design, softsurfacee design, and a bit pf industrial design as well. The program gave me a better "eye" for designing with a good part of the program dedicated towards design studies and understanding design on a more academic level allowing use the students to have more to experiment with the practical aspects associated with design.

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