

# Nabi Hamdi Mortan



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## Personal Projects

**Ongoing** Director/Animator/Musician/Co-Writer @ Eyes of Play the Animated Pilot

**2020-2024** Co-creator of EYES OF PLAY -a mystery-supernatural webcomic on Webtoon Canvas

**2018-2020** Indie Game Developer of IMPECCABLE HIGH - jrpg w/ cooking mech (Hiatus)

**2019** Co-creator of PRECIOUS MOMENT -cherishing moments (May 28 on Meditations.games)

**2016** Art Director & Programmer of CYBER//ZDVAC - robot dating simulator

## Professional Experience

**2014-2023** Freelance Designer and Animator

**Art Director, Animator and CC for Isomark Health, Inc - animal health product promo (WWW.ISOMARK.COM)**

Storyboarding, character design, animating, video editing, presenting, investor pitch deck design, data viz

**3D Artist for Heartland Earthworks Conservancy - mobile experience (JUNCTION EARTHWORKS AR)**

Implementing geometric patterns into concept, 3D model, texture creation, Unity material, animation

**2D/3D Environment and UI Artist for RAINDROP GAMES, PBC - mobile experience**

Collaborating on 3D assets in Unity, improving the environment lights, scale control, trainstop UI

## Academic Experience

**2011-2014** Digital Designer at CERHAS, An Interdisciplinary Research and Media Lab in University of Cincinnati

**3D Camera Artist, Texture Designer & Animator** for CameraOne (MYSTERY OF ANCIENT ARCHITECTS DVD)

**UX/UI Designer** for Cincinnati Museum Center and Hopewell Culture NHP Exhibit (ON-SITE KIOSK APP)

**3D Camera Artist, Video Editor & QA** for National Endowment for the Humanities (ANCIENTOHIOTRAIL.COM)

## Honors Awarded

**2016** 1st Place in Cyberpunk Jam 2.0 - Cyber//ZDvac Game, Itch.io

**2013** Best Animation and Effects Award -The Archeology Channel International Film Festival, Oregon

**2011** Honorable Mention - MEB Sisli Highschool National Architectural Competition, Turkey

## Educational Background

**2011-2014** University of Cincinnati - Master of Science in Architecture (Graduated)

- Thesis Topic: Human Computer Interaction (Title: Using Game Engines in Interactive Co-design)

**2006-2011** Izmir Institute of Technology, Turkey - Bachelor of Architecture (Graduated)

## Utilized Tools

> **15 YEARS of experience in** Adobe Photoshop, Illustrator, Animate (Flash), After Effects

~ **10 YEARS of experience in** Adobe Premiere Pro, Indesign, Blender, 3DsMax, Unity, UNREALengine

~ **3 YEARS of experience in** Figma, Procreate, Aseprite, GarageBand, Xcode, Visual Studio, Maya, MagicaVoxel