Nabi Hamdi Mortan

'Medidog'

hamdimortan@gmail.com

Personal Projects

Ongoing *Director/Animator/Musician/Co-Writer @ Eyes of Play the Animated Pilot (youtube.com/@eyesofplay)*

2020-2024 *Co-creator of EYES OF PLAY - a mystery-supernatural webcomic on Webtoon Canvas (eyesofplay.com)*

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

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

2016 *Art Director & Programmer of CYBER//ZDVAC - robot dating simulator (medidog.itch.io/cyber-zdvac)*

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 ON GOOGLE PLAY)
Implementing geometric patterns into concept, 3D model, texture creation, Unity material, animation

2D/3D Environment & UI Artist for RAINDROP GAMES, PBC - game about living with anxiety (INDIECADE 2015)
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, Voxel, 3D Printing