



nabihamd Morton

skills

ArchiCAD / Artlantis
3DsMax / VRay
Rhino / Grasshopper
Blender
Photoshop
Illustrator
Flash/AS3
Indesign
After FX/Premiere
Unity
UDK
HTML5/CSS3
JavaScript
C#

education

Digital Art Classes

Schoolism.com
Summer 2015-Ongoing
*Completed work can be seen at
blog.hamdimortan.com*

Master of Science in Architecture

University of Cincinnati, OH
Fall 2011-Spring 2014
Thesis Topic: Game Engines in Co-design

Bachelor of Architecture

Izmir Institute of Technology, TURKEY
Fall 2006 - Spring 2011

languages

Turkish - Native
English - Advanced
German - Intermediate
Japanese - Beginner

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Columbus, OH
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university experience

Graduate Assistant -- Fall 2011-Spring 2014

University of Cincinnati -- Cincinnati, OH

- o Created various 3D models for animations and rapid prototyping machines for "Ancient Ohio Trail" mobile and AR experiences and local museums in Ohio.
- o Designed UI mockups of "Poplar Forest" iPad game .
- o Programmed and designed a responsive interface utilizing HTML5 for national historical museums in Ohio.

Architectural Designer (Part-time) -- Summer 2010 - 2011

Izmir Institute of Technology -- Izmir, TURKEY

- o Completed 3D animation of Gaziemir Municipality Building.
- o 3D Model and preliminary drawings of Gaziemir Old Square.

Design Intern -- Summer 2010

Izmir University of Economics -- Izmir, TURKEY

- o Created marketing graphics in Illustrator.
- o Designed and animated an interactive character for a webpage.

architectural experience & awards

Architect -- Summer 2011

SCRA Architects & Studio Evren Basbug -- Izmir, TURKEY

- o Awarded **Honorable Mention** in Sisli High School Project.
- o Generated concept ideas of the competition project with the team.
- o Created 3D model utilizing Sketchup and ArchiCAD.
- o Prepared renders in 3DsMax and post production in Photoshop.

Architect -- Spring 2011

K2Y Architects -- Izmir, TURKEY

- o Awarded **4th Honorable Mention** in Manisa Municipality Project.
- o Designed 2D schematic plans in ArchiCAD and Illustrator.
- o Created detailed 3D model in ArchiCAD & rendered in Artlantis.
- o Prepared poster presentation of the competition project.

Architecture Intern -- Summer 2010

Rasyonel Architect -- Izmir, TURKEY

- o Reached 4th Round of Elimination in Bornova Yesilova Mound Visitor Center Project.
- o Designed concept ideas and the presentation of the main idea.
- o Created 3D model, scaled model, and the presentation poster.

other industry experience

Environment Artist -- Spring 2015-Summer 2015

Raindrop Games -- Santa Clara, CA

Carried out tasks for "Derailed" Unity game project including polishing and lighting the 3D environments, integrating a diegetic UI of train stations in the game environment, and creating the trailer video and web (Submitted to IndieCade 2015 & the Geekie Awards).

2D/3D Artist -- Spring 2014-2015

Anchora Games -- San Francisco, CA

Built 3D maps for "Forgotten Myths CCG" Unity game and its spinoff MOBA mobile game prototype. Also drew 2D cartoony characters for a tabletop card game.

2D Artist -- Spring 2015

UrlaGames -- Remote

Reconceptualization game main menu, UI, 2D backgrounds and character design of Unity game "Zoo Escape" (New release pending).

3D Artist -- Spring 2015

SpacEggs -- Remote

Modeled and textured 3D lowpoly characters utilizing Blender, and worked closely with the animator to improve characters' animations, and also created the environment including its VFX utilizing Unity for the Android platform mobile game "Planet Vermilion" which is a submission for a senior project in Izmir University of Economics.

other awards & honors

Best Animation & Effects Jury Award -- Spring 2013

The Archaeology Channel International Film and Video Festival -- Eugene, OR

"Mysteries of Ancient Architect", a collaboration between CERHAS and Gray Warriner (Camera One)

Bachelor's Degree Scholarship -- Fall 2005 - Spring 2011

Izmir Institute of Technology -- Izmir, TURKEY

First Prize Award -- Spring 2006

Logo Design Competition of Underwater Community of Izmir Institute of Technology -- Izmir, TURKEY

Lions Club Summer Camp Travel Grant -- Spring 2004

Lions Total District 111 -- Konigswinter, GERMANY

references

John Eliot Hancock, Professor

School of Architecture and Interior Design, University of Cincinnati

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Ming Tang, Asst Professor

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