# 

343 Industries

2D,3D Creative Designer

* Conceptualize unique characters & vehicles from sketches then materialize them into 3D objects for virtual use
* Working with team to develop environments and populate the region with interactive objects
* Create UX/VX prototypes and animations for illustrating key concepts
* Create 3D assets for alpha-stage compositions leading to post-production layouts and animations

OBJECTIVE

I am always focused on project quality. Consistently challenging myself to create something that is more appealing than previously thought before

2017 - Present

1993 -1995

Institute of Fine Arts - Iraq

Degree in 3D Art, Modeling and Environmental Design

1996 - 2000

Baghdad Academy of Fine Arts

Bachelor’s degree Industrial Design

Highline College

Degree Graphic Design

MO ISMAIL

Creative Designer

2015 - 2017

SKILLS AND EXPERTISE

Twiter

@mo\_aoun

SO CIAL

Linkedin

[Mo Aoun](https://www.linkedin.com/in/mo-aoun-b7425a39/)

3dsMax

Cinema 4D

Maya

VRED

KeyShot

Photoshop

Alias Design

After Effects

Premiere

Unreal Engine

Address

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98023

WORK EXPERIENCE

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Phone

206-582-9768

Name

Mo Ismail

INFO

Skype

MoAoun\_Ismail

2013 - 2018

MO AOUN Design

3D Visual Graphic Designer

* Concept sketching car designs and converting them to digital representations to be used in virtual environments. TOYOTA, Mitsubishi Rally UAE
* Level Design environment artist
* 3D artist and animator. Responsible for modeling, texturing and rigging assorted characters for media usage
* Create graphical layouts for print, web & commercial advertising

EDUC A TION