



MO ISMAIL

Creative Designer

OBJECTIVE

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

INFO

Name
Mo Ismail

Address
2653 SW 332nd
Federal Way WA
98023

Phone
206-582-9768

Email
moaounseattle@gmail.com

Website
moaounart.weebly.com

SOCIAL

Skype
MoAoun_Ismail

Twitter
@mo_aoun

LinkedIn
Mo Aoun



WORK EXPERIENCE

- 2017 - Present 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
- 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



EDUCATION

- 2015 - 2017 Highline College
Degree Graphic Design
- 1996 - 2000 Baghdad Academy of Fine Arts
Bachelor's degree Industrial Design
- 1993 -1995 Institute of Fine Arts - Iraq
Degree in 3D Art, Modeling and Environmental Design



SKILLS AND EXPERTISE

3dsMax	<div style="width: 80%;"></div>	Photoshop	<div style="width: 90%;"></div>
Cinema 4D	<div style="width: 70%;"></div>	Alias Design	<div style="width: 85%;"></div>
Maya	<div style="width: 60%;"></div>	After Effects	<div style="width: 75%;"></div>
VRED	<div style="width: 80%;"></div>	Premiere	<div style="width: 85%;"></div>
KeyShot	<div style="width: 80%;"></div>	Unreal Engine	<div style="width: 90%;"></div>