



Mohannad Al-Khatib

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Profile

Mohannad Al-Khatib is a passionate 3D and Digital Artist and a recent graduate of the Computation Arts programme at Concordia University. Interested in character and creature design and storytelling, he has worked at the Hexagram Concordia Research Institute as a 3D and VFX artist and teacher on various game and research projects. He is also an active member of Obx Labs, AbTeC, TAG, PlayPr, and CartCGD.

Work Experience

Gameloft. Since Dec 2011

Motion Graphic Artist.

- Develop effects and title animations for trailers and Corporate videos.

Miralupa Inc. Sept 2011

3D Artist and Consultant.

- Model and optimize game assets for the Chromian Wars AR game.

Concordia University/Hexagram Research Institutes Since Nov 2007

Research Associate at Obx Labs: AbTeC [Aboriginal Territories in Cyber Space]

- Director of the award winning second iteration of Otsi:!. [Best New Media at ImagineNative Festival]
- Teach Aboriginal Skins Summer Institute students Modeling and Level design in Unity and SDK.
- Produce 3D assets for games and machinimas.
- VFX artist on the TimeTraveller mechinema.
- 3D artist on multiple sculpture projects.

Concordia University/Hexagram Research Institutes Since July 2010

Artist at TAG [Technoculture, Art and Games]

- The Artist on the Victorianator iPhone game project. Art direction, UI design, 3D and 2D art, Character modeling and animation.
- The Artist on an unannounced 3D iPhone/iPad game. Art direction, character and environment art and animation.

CartCGD [Computation Arts Collective Game Development] Since August 2009

Club Executive, Art Director, Character Artist, Technical Director [Volunteer]

- Help run the club and organize events.
- Art director, character artist and technical director on multiple game projects within the club.

Concordia University/Hexagram Research Institutes Feb - Sept 2008

Artist on Fabulous [Game/Interactive installation]

- Produce all the 3D assets of the game [modeling, sculpting and texturing]
- Produce particle effects and other special effects.

Concordia University/Hexagram Research Institutes Since Sept 2007

Guest Lecturer, Teacher Assistant

- Guest Lecturer for the Maya class [2008, 2009, and 2011] and Digital sculpture class [2009]
- Teacher Assistant for the Maya class [2007] and Game Development class [2009]
- Giving tutorials on various steps of art production for games.
- Troubleshooting problems and bugs with assignments.

DMSA [Digital Media Student Association] March - April 2008

ZBrush Workshops [Volunteer]

- Organizing and giving a series of hands on tutorials using ZBrush to classrooms

Psycho-Designs.com Since Jan 2009

Freelance 3D Artist

- Design and produce pre-visualisation sculpture and technical schematics for clouds sculpture for Hannah Claus for the Confederation Centre Art Gallery.
- Produce and modify 3D scanned sculpture and prepare them for 3D print.

GeoDezik: Linkin Park live US tour of 2008 Jan - March 2008

Video Artist

- Produce visual animated loops to be projected around the band during their concerts.

Psycho-Designs.com March - Sept 2007



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Freelance web designer

- Develop the visual identity and image of clients.
- Design, code, and publish the website(s) and other online assists.

Education

Concordia University

BFA Computation Arts, 2009

Skills

Experience:

Character artist for games and movies
VFX and Composition artist.
Unreal Engine technical artist and teacher.
Unity 3D technical artist and teacher.
Art and Technical Director.
GUI and Web Designer.
3D teacher and teacher assistant.
Digital and Physical Sculptor.
MEL, Java, Processing, and ActionScript Programmer.

Applications:

Maya, ZBrush, Unreal Engine, Unity, Photoshop, Body Paint, Headus UVLayout, After Effects, Boujou, Illustrator, Flash, Deamweaver, Java/Processing.

Languages

English, Arabic, and learning French.

Activities

First place winner of the Game Artisans 3D Weekend Jam in June 2011.
Participated in the Global Game Jam 2011 and 2012.
An HQ [Highly Qualified Personnel] on a GRAND NCE Funded project.
Art Junky of all forms.
Avid Gamer of most game styles [FPS, Action-Adventure, Rhythm, Arcade, etc...]
Physical sculpture hobbyist.
Deeply interested in Evolutionary Biology, Philosophy, and Science in general.

References available upon request