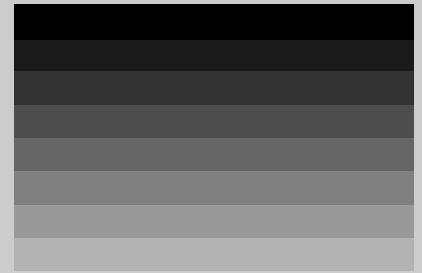


# Omar Mohammad

Designer/Programmer/Artist



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🌐 omarmhmmd.com

## About

Omar Mohammad is a designer, programmer, and artist. He creates experiences and objects that people interact with. He works in all areas of design that afford interactive qualities; he is not a specialist. Because of this his skills span many disciplines enabling him to create interdisciplinary work through all forms of art, design, and technology.

## Education

**University of California, Davis**  
B.A. Design | June 2018

**University of California, Berkeley**  
Simultaneous Enrollment | 2017  
Arts + Design

## Experience

**UC Davis Library**  
Graphic Designer | March - Dec 2017  
Designing communication materials, both print and digital, for the communications and development teams at the University Library.

**Citris & the Banatao Institute**  
Web Development & Design Intern | May - July 2017  
Redesigned default CMS template website with custom HTML & CSS to follow previous brand guidelines. Also designed widgets, banners, and icons for the website and other web based projects.

**Telegraph Academy (Hack Reactor)**  
Design Intern | October 2015 - January 2016  
Utilized visual design, creative direction, and branding to build an online presence while communicating the company's role of fostering inclusion and diversity in the Bay's tech industry.

## Involvement

**Berkeley Art Museum Pacific Film Archive**  
Student Committee | September 2017 - Present  
Connecting the students of UC Berkeley to art, film, and the BAMPPFA through student run events, pop-ups, and workshops created to build engagement with the museum.

## Recognition

**Hoverstat.es** | Jan 2018  
Featured for the design of sfmomabathrooms.com

**Brutalistwebsites.com** | Dec 2017  
Featured for the design of omarmhmmd.com

## Skills

Art Direction  
Creative Direction  
Front - End Dev  
Game Dev  
Graphic Design  
Illustration  
Industrial Design  
Interaction Design  
Physical Computing  
Programming  
Prototyping  
Visual Design  
Sound Design

## Tools

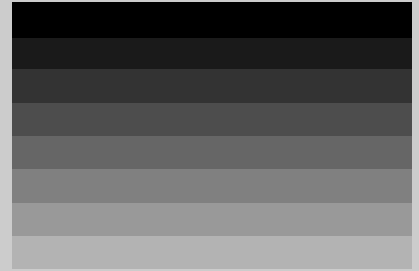
Ableton  
Adobe CC  
Atom  
Figma  
Rhino  
Sketch  
Unity

## Code

Arduino  
C++/C#  
Git  
HTML/CSS  
JavaScript/jQuery  
Node.js  
Processing/p5.js

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### Projects

#### **CCCXL Gradus Orbis**

Object | Dec 2017

CCCXL Gradus Orbis is an object designed to share its light in all dimensions and at all viewing angles for human pleasure. Illuminated by 3000K LED, Gradus Orbis hovers on its own support when lit, hiding its true purpose during the day where it acts as a sculptural form. A universal solution to pathway, area, and desk lighting, CCCXL Gradus Orbis is for everything and for everyone.

#### **JosefAlbersBot**

Twitter Bot | October 2017

@josefAlbersBot is a twitter bot that takes on the spirit of Bauhaus artist Josef Albers. With this twitter bot questions about Albers' existence in the 21st century are explored: with the ease of illustration and automation how would Albers go about creating his revolutionary pieces? Tweet a photo to @josefAlbersBot to make your own personal homage.

#### **Qiblah**

Object | September 2017

Qiblah is a speculative prototype design that explores anti-interface technology. The qiblah is the direction towards the Ka'aba which Muslims face towards while praying. Today many smart phone apps are responsible for guiding Muslims towards the correct qiblah. Qiblah was designed as an analog alternative, enabling holy spaces to be untouched by the distractions of higher technology.

#### **SFMOMABATHROOMS**

Website/Print | August - September 2017

SFMOMABATHROOMS is an interactive and print experience showcasing the bathrooms located at the San Francisco Museum of Modern Art. These bathrooms extend the experience of the museum into liminal spaces that usually take no part in an experience of art. The experience is now presented in the form of a website and print zine.

#### **Monolith**

Video Game | May 2017

Monolith is an experimental video game that creates a tangible interface between an otherwise digital experience. Through light, sound, and color the player is immersed in a world that exists not only on screen but on the table next to them. Using serial connections between Arduino and the Unity game engine, a model of the game scene is connected to the virtual world of the game, creating a physical reality experience.