

# MOHAMMAD QURESHI

CONCEPT, ILLUSTRATION AND DESIGN

mohammadqureshi.com

## TOOLS



## PRODUCTION

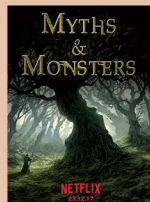


### ALPHA

Year: 2018

Role: JR. STEREO ARTIST

Company: LEGEND 3D



### MYTHS & MONSTERS

Year: 2017

Credit: CONCEPT ARTIST

Company: 3DD PRODUCTIONS



### SPIDER-MAN: HOMECOMING

Year: 2017

Role: JR. STEREO ARTIST

Company: LEGEND 3D

## LINKS

[www.linkedin.com/in/mohammad-qureshi](http://www.linkedin.com/in/mohammad-qureshi)

[facebook.com/mohq07](https://facebook.com/mohq07)

[twitter.com/mohh\\_q](https://twitter.com/mohh_q)

[artstation.com/mohq](https://artstation.com/mohq)

## PROFILE

Enthusiastic artist who loves creating images with a cinematic mood and story. Using a combination of creativity, aesthetic, and logic to construct designs that effectively convey visual intentions to the viewer. An excellent written and oral communicator, I love to work with others and create content that can be enjoyed by everyone worldwide. I have a strong ability to accept feedback and adapt to change to produce and deliver high quality work that ensures the artistic vision.

## EXPERIENCE



### TITMOUSE INC.

June 2018 - Present

BACKGROUND PAINTER

- Painting environment interior/exterior backgrounds for a TV series being developed for DreamWorks Animation.



### ARENANET

May 2017 - Present

CREATIVE PARTNER

- Creating fan art and participating in livestreams for Guild Wars 2 promotional content



### LEGEND3D TORONTO, ON, CANADA

April 2017 - July 2017

JR. STEREO ARTIST

3D | VFX | VR

- Learned and successfully utilized in-house tools for stereoscopic conversion and motion tracking  
- Adapted to the change in demand within the work environment; learned roto-paint and nuke software outside of job description.



### AUTODESK TORONTO, ON, CANADA

Jan - April 2016

MULTIMEDIA INTERN

- Produced a plethora of marketing illustrations for the Sketchbook Pro software  
- Collaborated and provided input for a new project under development with an Art Director  
- Produced numerous 2D assets for an unannounced project for alpha testing  
- Published several tutorials on painting techniques and tips for the Sketchbook Blog

### FREELANCE CLIENTS

Autodesk

Phantom Compass

Crush Visual Inc.

Loreshaper Games

Red Leaf Press

## EDUCATION

### SHERIDAN COLLEGE OAKVILLE, ON, CANADA

April 2017

BACHELOR OF GAME DESIGN. HIGH HONOURS, 3.8 GPA.

## PROJECTS

### FINAL YEAR CAPSTONE - TWINSWITCH

- 8 month intensive game project, developing a top-down sci-fi arena shooter  
- Concept artist responsible for creating character designs, environment props and visual development.  
- Received Technical and Peoples Choice awards at Toronto's Level Up Showcase

[view the project on ArtStation](#)