

MOHAMMAD QURESHI

DESIGN - ILLUSTRATION

VANCOUVER, CANADA
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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

SOCIAL

 www.linkedin.com/in/mohammad-qureshi

 facebook.com/mohq07

 twitter.com/mohh_q

 artstation.com/mohq

SKILLS

- Variety of styles ranging from stylized to realism.
- 2D/3D tools experience and workflow.
- Expert skills in Photoshop
- Ability to take direction and feedback, adapt to change in vision and meet tight deadlines
- Collaborate team player and strong work ethic.

EXPERIENCE

TITMOUSE INC. VANCOUVER, BC, CANADA

June 2018 - Present

BACKGROUND PAINTER

- Painting environment interior/exterior backgrounds for a TV series being developed for DreamWorks Animation.
- Keyframe paintings to establish overall shot colours
- Substitute Background Supervisor experience.

LEGEND3D TORONTO, ON, CANADA

April 2017 - July 2017

JR. STEREO ARTIST

- 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.	Loeshaper Games
Mind Traveler Design	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.
- Terrain generation from World Machine, optimized for Unity with textures.
- Matte painted skybox with BG card elements
- Received Technical and Peoples Choice awards at Toronto's Level Up Showcase

 [view the project on ArtStation](#)