

Hakim Mosegi

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Professional Summary

Digital Media Arts student with a minor in Computer Science and experience in motion design, web development, AI-assisted animation, and sports media production. Skilled in Adobe Creative Suite, Blender, Unreal Engine 5, Java, Python, and front-end web technologies.

Education

Canisius University, Buffalo, NY

Bachelor of Science in Digital Media Arts

Minor in **Computer Science**

Anticipated completion: May 2027

- Focus on the Adobe Creative Suite, 3D modeling, motion animation, typography, user interface, web design, video editing, and logo design. HTML, Java, Python, and CSS.
- Relevant Classwork: Calculus, Discrete Math, Intro to Programming, Data Structures, Automata & Algorithms, Large-Scale Programming, Web Development, AutoCAD, Altarpieces/ACAD, Digital Design Concepts, Interaction Design. 3D Graphics, Motion Graphics

Skills

Creative: After Effects, Photoshop, Illustrator, Premiere Pro, Figma, Canvas

3D & Animation: Blender, Maya, Unreal Engine 5, Rokoko, Character Creator 5(CC5)

Programming: Java, Python, JavaScript, HTML5, CSS3, Spring Boot

Tools: Git, GitHub, Linux, WordPress, AutoCAD, Adobe Audition

Projects

AI Motion Capture Researcher—ISD Project

- Spearheaded research on AI-powered motion capture pipelines (iClone MotionLIVE, Rokoko) and Visual Storytelling. Developed 3D animation assets using CC5, Blender, Unreal Engine, and After Effects. Evaluated depth estimation for motion accuracy and produced motion-based PSAs, managing final rendering for research deliverables.

Interactive Web Experience

- Collaborated in an Agile development environment using GitHub to design and develop a Responsive Design web application using HTML5, CSS3, JavaScript, and modern UI/UX principles.

- Operated within an Agile framework to manage the full development lifecycle, coordinating feature deployments and consistently meeting project milestones within a 4-week sprint cycle.
- Optimized front-end performance by refining CSS animations and DOM manipulation, resulting in a 20% faster initial page load time.
- Conceptualized immersive UI/UX frameworks, reducing user task completion time by 15% through more intuitive navigation pathways.

Consumer Complaint Explorer Web App

- Architected a full-stack Java Spring Boot application leveraging object-oriented programming, software testing, and scalable architecture to enhance User Experience (UX).
- Implemented backend logic for data integration and cosine similarity ranking. Designed a user-friendly User Interface (UI) with company search capabilities, ensuring reliability via unit testing and diagnostics.

Immersive Digital Gallery

- Developed a responsive, single-page Front-End Development application using HTML, CSS, and JavaScript to create an interactive digital exhibit. Designed the Responsive framework from scratch to deliver an immersive User Experience (UX).

Experience

Web Tester and Developer, Arbol Financial Team, Buffalo, NY

- Spearheaded platform enhancements and responsive design optimizations, directly streamlining financial interaction workflows for student users.
- Resolved complex technical bugs within the environment, putting forth feedback and suggestions
- Refined UI/UX system architectures to improve platform accessibility, resulting in a measurable increase in user engagement sessions.
- Involved in iterative QA testing cycles and feedback loops with the development team to accelerate deployment timelines for critical feature updates.

[Arbol Project](#)

Koessler Athletic Center, 1829 Main St, Buffalo, NY 14208

2023-Present

Athletic Operations Video and Designer Assistant

- Produced 10+ promotional videos and motion graphics assets for university athletic programs, increasing fan engagement and strengthening team branding.
- Collaborated with sports team management to coordinate facility usage and scheduling,

- ensuring efficient flow of games and practices.
- Optimized background equipment performance by executing precise monitoring protocols, directly contributing to a 20% reduction in system errors and processing delays.
- Spearheaded the design of brand-aligned marketing materials and visual communication assets while maintaining consistent Brand Identity standards.

Motion Graphics Tutor - Canisius University

- Mentored 20+ students in advanced motion design workflows, specifically focusing on animation principles, creative problem-solving, and professional-grade rendering.
- Accelerated student project success by providing critical feedback on visual effects and digital media production, leading to a 30% improvement in portfolio-ready submissions.
- Devised and implemented creative technical solutions for complex animation obstacles, reducing student project lead times by approximately 10 hours per semester.
- Facilitated one-on-one and group learning sessions, fostering a collaborative environment that standardized animation quality across the department.

Languages

English, Partial French, Partial Tagalog

Awards

Awarded the Senior Art Award (2023) for best entry and recognized for Best Art Project Presentation and Best AutoCAD Car Design in 2022. Also received recognition for Best 3D Modeling House Structure in 2021.