

NATE MOHLER

Media Artist | Designer

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Education

University of California, Los Angeles

BFA (Bachelor in Design | Media Arts) 2015-2019

Loyola High School, Los Angeles 2011-2015

About

Nate Mohler is a media artist who works with technology as a paint brush to build conceptual and avant-garde experiences through digital art. A UCLA graduate of Design | Media Arts, Mohler is intrigued with the fusion of conceptual art and technology to support connectivity and social activism with unconventional space and sound. His work focuses on eliciting action and question through digital mediums such as projection mapping, immersive installations, sculpture and video art. Mohler treats each project as an opportunity to evoke emotion, challenge thought, or support social change.

Projects

Elsewhere is a Negative Mirror - Gallery Show 2022
The Wall @ Art Basel - Public Art 2021
Unsolicited Airdrop - Art Gallery Exhibition 2021
Culver Current 2021 - Public Art Installation 2021
Invisible Cities - Exhibition
.-//-.//..—\..-//-. - Light installation 2021
Rise and Fall - Light installation 2021
The Eventual Unraveling of all things 2020
- Projection installation 2020
6ft Apart - Projection Installation
Be(coming) to Terms - Projection Installation 2020
Culver Current - Public Art Installation 2020
Heavy Breath - Projection Installation 2019
Noctis Lux - Interactive Installation 2019
VR Spray Painting - Interactive installation 2018
Red Room - Projection installation 2017
Incredible Breath - Interactive Installation 2017

Awards

Adobe Top Talent Award for Heavy Breath 2019
Adobe Top Talent Award for Noctis Lux 2019
Senior Show "Pressed for Space" 2018
Undergrad Show "Dis-" Senior Award 2019
Dean's Scholarship Emma B Keller Award 2018
Undergrad Show "Machinic Unconscious" 2018
Undergrad Show "DroOo0o0o!" 2017

Work Experience

WET Design 2020 - 2020

Immersive Media Choreographer.
Designing and producing shows for the Jewel fountain in Singapore. Various other projection mapping / show designs on WET water features.

Freelance 2017 - Current

Freelance work includes media art installations. Animation and motion graphics through C4d and Octane. Video, producing and editing. Programming, websites and interactive installations.

Refik Anadol Studios 2018 - 2019

Animator

Animations for the Walt Disney Concert Hall *Dreams* for the LA Philharmonics Centennial Year celebration. Refik Anadol created WDCH Dreams which used machine intelligence to reflect the LA Phils history onto the architecture of the Walt Disney Concert Hall. The public installation was on display for 10 days along with a temporary exhibit inside the concert hall. Read more at www.laphil.com/wdchdreams/.

UCLA Athletics 2017 - 2018

Designer

Designed graphics and promotional material for potential athletic recruits for UCLA. Managed a team of designers and created promotional materials.

VT Pro Design Summer 2017

3d Generalist

Worked with mostly C4d, Octane, and Aftereffects. Created animations for various projects and installations for Google and Comic Con-Blade Runner.

Nurture Digital / Trainrobber Summer 2016

PA / 360 Video Producer and artist

Edited and produced 360 videos and VR projects. Editing, handling cameras and VR technology.

Community Films 2015 - 2016

Production Assistant

Completed various tasks on set and in the Community Films office. Helped prepare shoots, assist directors and producers, and learn the process of a creative studio.

More

Varsity Lacrosse Athlete D1 high school and MCLA-UCLA

ASB Student Body President Loyola High school

Windowpanes Editor and Chief 2015