



# Nicholas Frank

game design & graphic design

Devoted and personable worker with a strong **desire to contribute** and incorporate skills in the creation of a design. As an individual contributor or working with others, utilizes experience in design to assure a **customized and engaging outcome**. Always seeking to **learn new programs and skillsets** while working on improving current capabilities.

## WORK EXPERIENCE

**Oct 2019 - May 2021**  
LIU Game Lab

### Tutor

Available as a tutor for other students at LIU in the Digital Game Design Department. Worked with students to help prototype games/fix code errors. Researched and taught specific game assets when necessary.

**Summer 2019**  
USDAN Summer Camp  
for the Performing Arts

### Teaching Assistant

Instructed students from grades 3-12 on how to create a digital game, including world building, prototyping, coding, and getting into a creative process using Unity. Assisted in developing age-appropriate lesson plans.

**Oct 2017 - Mar 2020**  
Steinberg Museum of Art

### Student Assistant

Collaborated with director to create mockups of incoming exhibits. Catalogued and illustrated pieces in the Visible Storage Suite. Developed posters and created an online presence for the museum.

- 2019-21** LIU Post Rainbow Alliance || **President** ||
- 2019** Alt.Ctrl Games Showcase at Wonderville Arcade
- 2017** LIU Advanced Visions 13 Art Show || **Honorable Mention** ||

- Experienced in **mobile, web, and physical interfaces**
- **Quick learner** of new programs, software, and coding languages
- Knowledgeable in software for **audio, 3D modeling, and web design**
- Skilled in **rapid prototyping** to visualize a successful end product
- Exceptional at **presentations and public speaking**
- Versed in **creating assets to be imported** and used in other environments and softwares
- Works well in both large and small **teams**
- Works well under **pressure**
- Goal driven with high **work ethic**

## EDUCATION

**2017 - 2021**  
Long Island University-Post  
**Honors College**

GPA 3.9  
Major: Digital Game Design  
Minor: Digital Art and Design

### Relevant Coursework:

Team Project      Web Development  
Physical Interfaces      Digital Illustration

## SKILLS

Photoshop      Unity  
Illustrator      Blender  
Audition      Maya  
Premiere      C#  
Dreamweaver      C++  
InDesign      HTML/CSS

## MY WORK

