# **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    <b>President</b>
2019	Alt.Ctrl Games Showcase at Wonderville Arcade
2017	LIU Advanced Visions 13 Art Show    Honorable Mention

# 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 We

Physical Interfaces

Web Development Digital Illustration

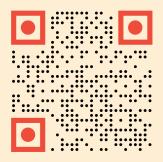
# SKILLS

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

#### • Experienced in **mobile, web,** and **physical interfaces**

- Quick learner of new programs, software, and coding languages
- Knowledgable 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

# MY WORK



**P**NY



nickfrankdesign.com