NINA DEMIRJIAN

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EXPERIENCE

Interactive Media Developer (Contract), American Museum of Natural History (2017-Present)
Developed installations from start to finish, including pieces:

- "Abundance": A school of hundreds of fish projected on the floor that interact with passing visitors. Developed in Processing, and uses the xBox Kinect. Opened in Match 2018 for the "Unseen Oceans" exhibit.
- "T. Rex Alive!": A wall projection of a life-size T. Rex in a Cretaceous environment that responds to visitors. Developed in Unity3D using C#. Opened in March 2019 for the "T. Rex: The Ultimate Predator" exhibit.
- "Color Play": An interactive, large-scale projection that allows users to experiment with color. Developed in Unity3D using c#. Opened in March 2020 for the "The Nature of Color" exhibit.
- "Hunt Like a Hammerhead": An interactive experience where users steer a hammerhead shark through an ocean environment. Developed in Unity3D using C#. Opened December 2021.

Unity Developer (Contract), Eternal (2020-Present)
Worked on a small team to develop an avatar-based multiplayer social media product for iOS in Unity3D using C#. Built features from the ground up, fixed bugs, worked with Photon, built development tools, and implemented UI.

Game Development and Programming Tutor, NYU (2019-2020)
Assisted students at the NYU Game Center with their programming assignments for class, and helped them understand basic programming concepts and principles. Worked with students in gameMaker, Unity, and Processing.

Technical Assistant, NYU Courant Institue (Jan - Dec 2018)
Conducted regular building AV checks, worked fixing and installing computers throughout the building. Worked in Linux, Windows, and Mac. Took walk-in requests and inquiries about computer.

AWARDS

Alfred P. Sloan Foundation Grant for Game Design, May 2019
Awarded for my educational game, Red Planet Farming, which I developed in Unity using C#. The game launched on Steam in May 2020 and has over 40,000 downloads and a 96% positive review rating.

EDUCATION

BA in Computer Science - New York University, Class of 2019
Bachelor of Arts in CS, with minors in German and Game Design
University Honors Scholar - Cum Laude

SKILLS

Proficient in Unity (2D and 3D) and Processing
Experienced with Unity plugins Photon, Cinemachine
Experienced with Git
Experienced with Photoshop, Excel, Figma
Programming languages: C# (4 years), Java (3 years), Swift (2 years)
Working knowledge of: Python, Javascript, HTML, CSS