

Nik Aberle

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Work Experience

Graduate Research Assistant, Virtual Production Institute, Texas A&M, College Station, TX

August 2024 - Present

- Rapid prototyping of perceptual illusions using alternate displays and real-time systems
- Research-driven exploration of physical-digital effects aimed at experiential installations
- Hands-on setup, integration, and troubleshooting for live systems for public art

Project Coordinator 2, GovCIO LLC, Remote

January 2023 - Present

- Optimized the onboarding process to reduce the time from hire to working on the VA network
- Refine and enforce all SOPs related to contract onboarding within the VA ecosystem
- Maintains program deliverables while ensuring deadlines and quality meet customer expectations

Large Format Project Coordinator, Simpsons Printing, Rapid City, SD

August 2019 - January 2023

- Work with the production team to complete all deliverables within tight deadlines
- Took client ideas from hand sketches to prototypes to finished products within their budget
- Collaborate with all steps of production to refine and improve our user experience

Product Marketing Presenter, Epson, Inc, Remote

February 2015 - July 2019

- Helped document the process of booth set-up, tear down, and shipping between shows
- Coordinated shipping & receiving of trade-show booths and company product per SOPs

Marketing Projects Manager, Black Hills & Badlands Tourism Association, Rapid City, SD

January 2015 - September 2017

- Designed video ad campaign for monthly events in the region, increasing CTR to ad partners
- Planned, executed and tracked 12 travel shows the following year with a \$25,000 budget

Volunteer Experience

ACM SIGGRAPH Conference

Association for Computing Machinery, various locations in the US, Canada and Asia

2022 - Present: ACM SIGGRAPH GraphicsNet Member & 2025 Committee Chair

- Updated the deployment code for the Edge Routers and Cisco Switches to be used during the show
- Assisted in the physical deployment of switches & ethernet to create a physical network for the show

2017 - 2018: ACM SIGGRAPH Studio Chair

- Managed a budget of \$25,000 to plan my venue while maintaining the vision of the overall show
- Led a team of 22 to coordinate all logistics with A/V, presenters, venue, donors, & juried displays

Creative Skills

Sculpture // Welding, Woodwork, Foam Core, Installation
3D Modeling // Rhino, Grasshopper, Houdini, Fusion, Maya
Prototyping // 3D Printing, Laser Cutting, 2D CNC, Soldering
Graphic Design // Adobe Illustrator, InDesign, Photoshop
Programming // C++, Python, R, YAML
Video Editing // Premiere Pro, DaVinci Resolve, After Effects
Other // Printmaking, Photography, Video Art, Animation

Education

Texas A&M University

MFA In Visualization - 2027

Northern State University

Bachelor's of Art in Art

Certifications

Certified Scrum Master

Certified Scrum Product Owner

ISC2 Certified in Cybersecurity

Microsoft Azure Fundamentals

Microsoft Azure Data Fundamentals