

NICK SPANOS



(604) 349-4363



nspanos@sfu.ca



nspanosportfolio.com

Who am I?

I am a relaxed yet driven Interactive Arts and Technology student who loves to create products through ideative and iterative processes. Through my experiences, I have developed strong communication skills and am an effective team player. Outside of work I am an active boxer, coach, and hockey player who loves to compete.

Skills

Design

- Illustrator
- Photoshop
- HTML & CSS
- Indesign

Process

- Ideation
- Prototyping
- Sketching
- Copywriting

Technical

- Java
- Machine Tools
- Microsoft Office
 - Excel, Word
- Hand Tools
 - For prototyping

Design Experience



Virtual Reality Headset – Group Project from Materials in Design

Summer 2018

Role: Project Manager // Primary Fabricator // Copywriter

Context: Final project where my group and I designed and built a VR headset similar to Google Cardboard. Aside from the headset, the deliverables were to create a final presentation on the features and design intent. I designed the mechanisms for the headset, built it, and wrote copy for the final presentation. The end result was a final grade of an A in the course.

- Tasks:**
- Project manager: time and team management
 - Ideated & prototyped multiple iterations
 - Researched and identified target audience and relevant materials
 - Used various fabrication techniques to create and finish different parts of the headset



Narrative Design – Group Project from Narrative in New Media

Fall 2019

Role: Project Manager // Script Writer

Context: Final project of the course where my group designed and created a visual novel set during World War I with a branching narrative. The goal was to explore creative writing with multiple outcomes to produce a compelling narrative with written and visual aspects. The end result was a grade of A on the project and the professor is using it as an example for future students of the course.

- Tasks**
- Managed timeline for the completion of project milestones
 - Wrote the script including transitions and scenes specifically for the visual novel medium
 - Worked collaboratively with the team to create the premise for the project and its major elements
 - Assisted in areas where the team needed help to complete on schedule

Work Experience



North Shore Racks

May 2019 - August 2019

Role: Assembler

Context: Part of an assembly crew building high quality bike racks. Building process was geared toward assembling as many racks with the fewest mistakes in as short a time possible

Tasks:

- Assembled multiple parts at a time efficiently

 Skills Gained:

- Ability to work smoothly in a team, handing off each finished part in a timely manner
- Quality control for each part assembled



Griffins Boxing & Fitness

September 2018 - August 2019

Role: Assistant Boxing Coach

Context: Worked with a full coach in running drills and exercises to train lower level boxer in helping them boost their confidence in their technique and physique. Able to lead classes in place of head coach.

Tasks:

- Demonstrate techniques in a clear manner

 Skills Gained:

- Became a strong communicator in relaying instructions to students
- Work with youth and adults
- Enhanced inter-personal skills



Grouse Mountain

October 2015 - December 2016

Role: Base Operations // Grounds Personnel

Context: Grounds crew helping guests with any issues or questions and maintaining smooth transfers of people on the trams. Awarded employee of the month after intense windstorm grounded trams and left 200 people stranded on the hill overnight.

Tasks:

- Helped thousands of people onto the hill
- Maintaining base facilities and interacting with guests

 Skills Gained:

- Developed my calm & professional demeanor
- Experienced in conflict management working with the public

Education

Simon Fraser University - School of Interactive Arts & Technology

Fall 2016 - Present

Major: Bachelor of Arts // Design Concentration

Details: Unique program that provides students with a range of technical, design and written skills. This invaluable training and knowledge combined with my work experience makes me a well-rounded individual.

Interests



Hockey

Hockey is a huge part of my life and I've been playing since I was a kid to now as an adult, hopefully with no end in sight.



Video Games

Video games have been a great source of enjoyment, from playing with friends to solo adventures it is a total blast.



Model Making

Building and painting models is when I can truly relax and slow down from everyday life. A meditative experience best describes it.