

Nina Smith

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Objective: I want to work in a fast-paced environment using the latest in gaming.

Technological skills

Programming Languages: C, C++, C#, Java, MIPS Assembly, HTML5/JS/CSS, Python, MySQL

Programming Software/Text Editors: Eclipse, Notepad++, Microsoft Visual Studio, Dreamweaver, VI

Relevant Programs: Photoshop, Illustrator, After Effects, Autodesk Maya, Unity, Blender, MS Office Products

Skills/Abilities

Strong Communicator
Active/Quick Learner

Experienced working in team environment
Experienced meeting strict deadlines

Design Sense
Creative

Self Motivated /
Detail Oriented

Experience

Multiple Games (Game Programming)

Spring 2016

Created multiple games in upper level programming class ranging from a HTML/Javascript recreation of Donkey Kong to multiple Unity games at the end of the semester, including one in which I co-developed and created all original assets in Blender. (Estimated 3 days for final) https://www.youtube.com/watch?v=wHqiDHQmM_4

Athens Game Jam

April 2016

With the theme of "Duplicates" I was the lead in a four-person team in which we made the 2D Unity endless runner "Copy Cat" which we are in the process of publishing as a mobile app for both Android and iOS. All art was done in Illustrator and Photoshop, and the animation was done in After Effects. (48 hours)

<https://zaneev10.itch.io/copy-cat>

KSU Game Jam

August 2016

With the theme of "Beat" I competed in a four-person team in which we made a 3D VR (using Vive) Unity sailing game tentatively called Windward in which we made all of our assets and hand-painted them in Blender. Animations were done in Maya. (48 hours)

<https://www.youtube.com/watch?v=2SIKlzcqewM>

Current Projects

Fall 2016

My KSU game jam team and I are in the process of creating a Unity 3D VR game called Grill Daddy using a dev kit version of the Oculus Touch. We are also making preparations to host UGA's first ever Game Jam (teamed up with Georgia Game Developers Association).

Languages

English

French

Japanese

Education

Bachelor's | Expected Graduation May 2017 | University of Georgia

• Major: Computer Science

• Minor: Studio Art/Animation