

Duncan Payne

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Design and Software Development Website: <https://nouveau-portfolio.vercel.app/>
Art Website: <https://nouveau-art-portfolio.vercel.app/>

I am a creative and hard working artist and designer with experience working in a variety of mediums and software and a passion for visual storytelling.

Skills

Design: Adobe Creative Cloud, Maya, Blender, Procreate
Art: Digital Art, Traditional Art, Writing, Sculpture
Programming Languages: JavaScript, TypeScript, Python3
Front-End: HTML5, CSS3, Bootstrap, Redux, jQuery Next, React, React Native, Tailwind, MaterialUI
Back-End: Express, Django, Node
Databases: MongoDB, PostgreSQL
Other Technologies: Git, NPM, GitHub

Education

Jan 2022 - December 2022 – NuCamp Full Stack Software Development Bootcamp

Aug 2015 - Apr 2020 – University of Science and Arts of Oklahoma, Chickasha, OK
Bachelors of Fine Art, Concentration: Expanded Media
Graduated Magna Cum Laude

Experience

April 2020 - Present – Multimedia Artist, Self Employed, Oklahoma City, OK

April 2021 - January 2022 – Visitors Experience Associate, Oklahoma Contemporary Arts Center, Oklahoma City, OK

September 2020 - December 2020 – Internship, Artspace Untitled, Oklahoma City, OK

September 2019 - January 2020 – Sales Associate, Bombay Liquor, Chickasha, OK

June 2019 - August 2019 – Volunteer and Contributing Artist, Factory Obscura, Oklahoma City, OK

May 2015 - August 2019 – Electronics Team Member - Summers, Target, Oklahoma City, OK

January 2015 - March 2015 – Sales Associate, Craig's Emporium, Oklahoma City, OK

December 2014 – Sales Associate - Seasonal, GameStop, Oklahoma City, OK