

Nathan Hudson

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Education

BFA Graphic Design

Minor in Computer Science

Auburn University, Auburn, AL

GPA 3.6/4.0

Anticipated Graduation Date December 2024

Skill Sets

Proficient in:

Adobe InDesign

Adobe Illustrator

Adobe Photoshop

Adobe After Effects

Adobe Animate

Adobe Acrobat

Java

C++

Figma

Familiar with:

C#

Linux

HTML

CSS

Unity

Godot

Course Work

Typography

Identity

Branding

Illustration

Photography

Interactive Design

Web Design

Animation

Design History

Java Computing

Linux

C++

Work Experience

Military Reach Auburn | 2022-Present

Student Assistant Graphic Designer

Designed and formatted research reports

Designed graphic assets

U.S. Navy Reserves | 2020-Present

Intelligence Specialist

Analyze and Interpret Data

Compile data into a presentable format

Present data

Modeling and simulation

Auburn RFID Lab | 2021-2021

Lab Team Member

Take inventory of RFID tags at local stores

Work with a team to validate incoming RFID tags

Honors and Awards

2023 Juried Show Nominee

Activities

Club Tiger Dev

Work with a team of students to create video games.

This includes coming up with a game idea, making design and art for the game and coding the game.

AIGA Member