

ADAM NAGY

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education

NEW YORK UNIVERSITY ABU DHABI

BA Film and New Media | May 2019 | GPA: 3.80/4
Minor in Interactive Media: Interaction Design, Creative Coding, Game Design

- **Thesis: Virtual Reality experience** on unconscious biases.
- Studied in **Shanghai, Accra, Kathmandu**
- One year at NYU Tisch ITP in **New York**, studying filmmaking and interactive media

UNIVERSITY OF MISKOLC

BS Mechatronics Engineering | Jan 2017 | GPA: 4/5
Control systems, programming, mechanics, electronics

- **Thesis: Greenhouse Automation** with Omron PLC Unit control system using sensors, actuators and PID data processing.
- Arduino Microcontroller programming in C

professional experience

Video & SoMe editor

Labocine | Part-time
Oct 2019 -

Creating content for 12 000 subscribers. Animated GFX and Social Media content to promote science films and a streaming service. Researching and developing Social Media content and strategy and promoting engagement from the audience and raise awareness for science films.

Video editor & producer

Interactive Media NYUAD
March 2018 - July 2019

Organized interviews, oversaw production from start to finish, producing videos. I designed and animated basic GFX and created a balanced sound mix. I was managing the shoots, booking equipment and coordinating with a crew member, using the Canon 5D with a variety of lenses, Zhiyun Crane gimbal and Zoom H6 sound recorder.

Residential Assistant

NYU Residential Education
Aug 2018 - June 2019

Oversaw the spending of 5000 AED providing year long engagement for students. I organized and promoted events, I designed graphics for the residence hall and fliers. I was responsible for administrative work, and regular consultations with my supervisor and my team. I was assistant to senior faculty in organizing events, managing supplies.

technical artist intern

Mental VR
May 2018 - July 2018

Developed interactions for VR applications using Unreal Engine Blueprints, developing for HTC Vive. I presented experiences for potential clients, composited CGI for video content. Working with the Lead Technical Artist, I was involved in conceptual talks and I received personal mentorship. I provided feedback on prototypes and gathered sound assets for production.

producer, video editor

The Gazelle Video
Nov 2017 - May 2019

I managed and organized shooting schedules, produced short videos. I researched video essay that are present in journalism and developed a strategy that could link the student body to the content we produced. I lead team meetings and represented my desk at the weekly meetings, presenting ideas and confirming direction with the Editor-In-Chief

video production intern

Omnitheque
Jun 2017 - Aug 2017

Co-wrote and co-produced video content. Wrote the narrative structure to a music video, my ideas got picked up and stayed with the final design. I edited videos and was a camera operator at the Budapest FINA World Cup, I used multiple Sony cameras (F55 and a7s II), and I created moodboard for a corporate video.

skills

video production

Premiere Pro, After Effects, Pro Tools, Scripting, Sound Design

web design

HTML5, CSS, Javascript, Photoshop, Git, Bootstrap

languages

Hungarian (native), English (native proficiency), German (C1), French (B2)

misc

Game development in Unreal Engine, Certified Barista and Bartender, guitar player

highlights

Olympic Dark Horse 2019 | Video Editor | Director: Ádám Miklós

Web series featuring world class athletes and three time Coach of the Year Shane Tusup.

24X Documentary 2019 | Director, Editor

24 hour creative event featuring 10 students, 5 mentors, gallons of coffee and football fields of pizza. I edited a 10 minute documentary, carving interviews into a narrative experience. I animated assets and created the Motion Graphics for the intro and a basic sound design and mix.