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: Interactive Virtual Reality Experience
- Studied in **Shanghai, Accra, Kathmandu**
- One year at NYU Tisch ITP in New York, studying **filmmaking** and **interactive media design**

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

Head of Video
Labocine | Part-time
Oct 2019 -

I am creating Social Media content for Instagram and Facebook for promotion and engagement. The content is based on films and scientific content which I reformat using Premiere Pro and After Effects into content that fits the respective platforms. I also research and edit the weekly newsletter that communicates with the subscribers. **Achievements: Ever since I joined, the opening and click rates for the newsletter doubled (avg. 22-25%), I created multiple Instagram posts that went trending.**

Videographer and Editor
Interactive Media NYUAD
March 2018 - July 2019

I shot and edited videos to promote the program and document their various events. 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 gimball and Zoom H6 sound recorder. **Achievements: the documentation of one of the events got picked up to become a showreel that represents the whole program.**

Technical Artist Intern
Mental VR
May 2018 - July 2018

I assisted the Lead Tech Artist and worked closely with the production. I developed interactions for VR applications. I presented experiences for potential clients, composited CGI for video content. I was involved in conceptual talks about projects, I provided feedback on prototypes and gathered sound assets for production.

Producer, Video Editor
The Gazelle
Nov 2017 - May 2019

I managed and produced short videos for the online publication The Gazelle. I managed a small team, organizing team meetings and represented my desk at the weekly production meetings of The Gazelle. I weighed in heavily at the post-production of the videos, editing, sound mixing videos. **Achievements: Producing videos about Grammy-winner Angélique Kidjo, Palestinian act 47 Souls and Angolan Batida.**

Summer Intern
Omnitheque
Jun 2017 - Aug 2017

I worked closely with the production team to create video content for clients. 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. **Achievements: The narrative I wrote for a music video got selected for the final design.**

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

higlights

Free Shipping   2019 | Director, Experience Designer
A VR experience targeting the unconscious biases in all of us. I designed the game and developed it using Unreal Engine and Blender, creating assets and designing interactions. I organized usability tests and interviews in order to get feedback to improve the experience. It premiered at the NYUAD Capstone Festival extra showtimes were added to meet the demand.

Superhero   2018 | Game Designer | Karkhana
Created a board game with the purpose of social impact. To promote science education and local role models, I co-designed a board game in a creative storytelling team. I was in contact with the creative team in Nepal using Skype, getting feedback for our prototypes. We created user personas to monitor how users from different age groups would interact with our product.