ADAM NAGY

DIGITAL MEDIA
CREATOR & EDITOR

PERSONAL SUMMARY

I am an ever learning creative problem solver with a background in engineering, interested in developing digital media and Virtual Reality.

CORE SKILLS

Video Editing
Sound Production
Project Development
Problem-Solving
Design Thinking
Self-Learner

CONTACT DETAILS

Email: adam.nagy@nyu.edu
Portfolio: www.adamnagy.space
LinkedIn: @n-adam

SKILLS

Premiere

Avid

Photoshop

Pro Tools

Microsoft Office

WORK HISTORY

Videographer and Video Editor

Interactive Media NYU Abu Dhabi | March 2018 - June 2019

- Created short videos documenting the events of the Interactive Media Program
- Organised files and supervised production
- Collaborated closely with the Head of the program

Technical Artist Intern

Mental VR | Apr 2017 - May 2018

- Developed interactions for VR applications using Unreal Engine
- Troubleshot software problems
- Assisted Lead Technical Artist

Video Producer and Editor

The Gazelle Video Desk | Jan 2018 - May 2019

- Managed a small team and organized shooting schedules
- Set up and conducted interviews
- Conceptualized and edited videos.

Video Production Intern

Omnitheque | Jun 2017 - Aug 2017

- Developed concept for creative projects
- Production Assistant on shoots
- Camera Operator at the Hungarian FINA

ACADEMIC HISTORY

New York University Abu Dhabi

Bachelor of Arts | Sep 2015 - May 2019

BA Film and New Media,
- Minor in Interactive Media.
- Thesis in Unconscious Biases in Virtual Reality.
- Video Desk Editor of The Gazelle
- Worked on 4 Thesis Films as crew

University of Miskolc

Bachelor of Science | Sep 2012 - Jan 2017

BS Mechatronics Engineering
- Thesis in Greenhouse Automation with Omron Programmable Control Unit system.