



Briana Jones

Design Technologist

portfolio

<https://bingnaa.github.io/portfolio/home.html>

contact

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skills/tools

Design:

Figma
Adobe Creative Suite
Maya
Unity

Coding:

HTML/CSS
C#
Javascript
p5.js
Arduino
Python

experience

Equitable Working Group Assistant

Sept 2022-Present/New York University

- Is a representative of the student body internally and externally and acting as a cohort facilitator
- Makes recommendations about ITP/IMA processes and systems based on my own experience and perspectives from classmates
- Assists in the redesign and user testing of the website for the Equitable Syllabus Project.

Research Assistant

Feb 2023 – Present/New York University

- Assists Professor Daniel Shiffman in compiling materials for his textbook and class “Nature of Code.”
- Helps support diversity and address equity gaps in course materials.

AI Intern

Feb 2023-Present/DE-YAN

- As a proficient researcher, helped ensure the highest quality of data is available for the development process utilizing the Roboflow platform.
- Working with developer to adeptly employ Python to gather crucial information and craft exceptional products that meet and exceed expectations.

education

Individualized, B.A./New York University

Sept 2017 – Jan, 2021/New York, NY

Graduated with a concentration titled Impossibility of Independence Through Creating Narratives.

Interactive Telecommunications Program, M.P.S./New York University

Sept 2022 – Present/New York, NY

Student Projects

Back to the Roots #unityAR #blender #three.js #firebase

Successfully designed an interactive exhibit on Plant/Stem Cell Regeneration, seamlessly integrating Unity AR, projection mapping, and Firebase API communications for a cutting-edge visitor experience.

GALDRASTRÁKUR #unity #maya #aseprite

Proficiently developed a captivating "miniature" cursed game, leveraging advanced technologies including ASCII level generation, timeline animation sequences, and Unity's Universal Render Pipeline and Shader Graphs.