

# Jannah Mokhtar

Interactive Technology & Business | +971 55 145 7230 | [ja4343@nyu.edu](mailto:ja4343@nyu.edu)

## Education

<b>New York University Abu Dhabi</b> BA in Interactive Media and Business, Organizations, and Society   GPA: 3.85	2021-2025
<b>Lycée Français International de Dubai</b> French Baccalauréat with High honors   GPA: 4.0	2021

## Professional Experience

<b>Trainer for AI and Design   AI Ain Innovates, UAE University</b> • Delivered AI and design thinking workshops to 30+ university students, guiding teams through ideation, prototyping, and pitching during a 3-day innovation program.	2025
<b>Game Developer   Post-graduate Practical Training Program, NYUAD CGSB</b> • Designed and launched an educational Unity VR game in 5 weeks, leading gameplay logic and UX/UI implementation to teach biological concepts to high school students. • Integrated custom 3D assets modeled in Blender, Rhino, and Unity; collaborated on 8 educational outreach videos.	2025
<b>Game and Product Development Intern   Geeniuc Games, Masdar City Abu Dhabi</b> • Developed two educational Unity games using C#, leading gameplay logic, UX/UI design, and rapid prototyping. • Contributed to product strategy and technical architecture decisions, ensuring alignment between educational goals and feasibility.	2023
<b>Interactive Media Lab Assistant   New York University Abu Dhabi</b> • Provided technical support to 200+ students per semester in C++, JavaScript, p5.js, and Arduino. • Managed lab equipment, assisted with laser cutting/3D printing projects, and organized 10+ IM community events.	2022-23
<b>Production Assistant and Programs Student Assistant   NYUAD Art Gallery</b> • Supported technical setup and troubleshooting for major Art Gallery installations, ensuring seamless exhibition operations.	2024-2025

## Selected Projects

<b>"Cradle", 3D-printed wearable jewelry   Dubai Design Week 2025</b> • Designed and 3D-printed ring and bangle set using Rhino and Grasshopper, showcased at Dubai Design Week (Previous editions attracted 130,000-200,000+ visitors).	2025
<b>"Sofra", an Interactive Installation   NYUAD</b> • Developed interactive installation using Arduino, sensors, projection mapping, and Python/JavaScript/C++; presented at IM Capstone Show with 500+ visitors, exploring themes of food and collective memory.	2025
<b>"Love is What Prevents Tongues From Speaking"   Louvre Abu Dhabi</b> • Created interactive installation using JavaScript and Python for "University Take Over the Museum" program, engaging 200+ visitors with themes of love and communication.	2024

## Leadership & Community

<b>Resident Assistant   NYUAD</b> • Organized 10+ community events for 40 residents, achieving 95% attendance; mediated conflicts and maintained safe living environment.	2024-2025
<b>Academic Representative of Interactive Media   NYUAD</b> • Liaised between 200 IM students and faculty to propose curriculum improvements; organized 15 outreach events and managed production of 500+ pieces of merchandise.	2023-2025

## Technical Skills

**Game Development:** Unity (C#), VR/AR (Styly.cc), TouchDesigner, Ableton Live  
**Design & Prototyping:** Figma, Blender, Rhino, Grasshopper, p5.js, MaxMSP, Hydra, TidalCycles  
**Programming:** C#, Python, C++, JavaScript, HTML5, CSS3  
**Data & Analysis:** SQL, STATA, Tableau, Bloomberg Terminal, Excel (Advanced)  
**Tools & Fabrication:** Adobe Creative Suite, Laser Cutting, 3D Printing, MS Office, Canva  
**Languages:** Arabic, English, French, Spanish