

Jannah Mokhtar

Interactive Technology & Business | +971 55 145 7230 | ja4343@nyu.edu

Education

New York University Abu Dhabi 2021-2025

BA in Interactive Media and Business, Organizations, and Society | GPA: 3.85

Lycée Français International de Dubai 2021

French Baccalauréat with High honors | GPA: 4.0

Professional Experience

Trainer for AI and Design | Al Ain Innovates, UAE University 2025

- Delivered AI and design thinking workshops to 30+ university students, guiding teams through ideation, prototyping, and pitching during a 3-day innovation program.

Game Developer | Post-graduate Practical Training Program, NYUAD CGSB 2025

- 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.

Game and Product Development Intern | Geeniuc Games, Masdar City Abu Dhabi 2023

- 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.

Interactive Media Lab Assistant | New York University Abu Dhabi 2022-23

- 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.

Production Assistant and Programs Student Assistant | NYUAD Art Gallery 2024-2025

- Supported technical setup and troubleshooting for major Art Gallery installations, ensuring seamless exhibition operations.

Selected Projects

“Cradle”, 3D-printed wearable jewelry | Dubai Design Week 2025 2025

- 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).

“Sofra”, an Interactive Installation | NYUAD 2025

- 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.

“Love is What Prevents Tongues From Speaking” | Louvre Abu Dhabi 2024

- Created interactive installation using JavaScript and Python for "University Take Over the Museum" program, engaging 200+ visitors with themes of love and communication.

Leadership & Community

Resident Assistant | NYUAD 2024-2025

- Organized 10+ community events for 40 residents, achieving 95% attendance; mediated conflicts and maintained safe living environment.

Academic Representative of Interactive Media | NYUAD 2023-2025

- Liaised between 200 IM students and faculty to propose curriculum improvements; organized 15 outreach events and managed production of 500+ pieces of merchandise.

Technical Skills

Game Development: Unity (C#), VR/AR (Styl.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