

# Kaosi Nuel-Ejiofor

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## EDUCATION

### University at Albany

*BS, Information Science in Interactive User Experience & Game Design and Development*

June, 2026

Albany, NY

- **Minor:** Computer Science

- Vice President / Co-Founder of University Art Club A.R.T.C (Artistic Room To Create)

- **Awards:** 1st Place - UAlbany IEEE 2024 Hackathon; Most Creative - UAlbany IEEE 2025 Hackathon

**Relevant Coursework:** Intro Computer Science, Data Structures & Algorithms, System Fundamentals, Discrete Structures, Intro to Networks & Systems, Human Computer Interactive Design, Intermediate Interactive Design, Digital Project Management, Augmented & Virtual Reality Development, Digital Game Design & Development I & II

### Benjamin Banneker Academic High School

May, 2022

*High School Diploma & International Baccalaureate Diploma*

Washington, DC

## CERTIFICATIONS & TRAINING

- Google - UX Design Specialization

December 2023

- Cornell Cooperative Extension - Climate Stewards

August 2025

## WORK EXPERIENCE

### Hudson-Mohawk Climate Corps, ITECA, University at Albany

June 2025 - August 2025

*Corpsmember*

Washington, DC

- Implemented ecosystem-based climate adaptation projects in South Albany to mitigate flooding, drought, and extreme heat in urban heat islands.
- Assisted with installation of natural cooling stations and weather sensor stations, collecting and logging environmental data using ArcGIS mobile app.
- Gained extensive training in climate forestry, soil analysis, hand tool safety, and public interface skills.

### University at Albany, ITECA

January 2025 - May 2025

*EarthQuest Project Assistant*

Albany, NY

- Working with The University at Albany's Institute for Transformational and Ecosystem-based Climate Adaptation (ITECA) to develop an upcoming project.
- Contributed to the design and development of the EarthQuest project, focusing on game product design, 3D art, and UI/UX design. Designed and optimized 3D assets, ensuring high-quality visuals.
- Collaborated with a multidisciplinary team to establish the project's visual style and user interface.

### CEHC Makerspace

August 2024 - December 2024

*Lab Intern*

Albany, NY

- Demonstrated and operated a variety of technical equipment, including 3D printers, Cricut machines, high-end computers, robotics, and sewing machines.
- Facilitated student research projects in areas such as personal protective equipment (PPE), drones, gaming, eSports, simulators, and 3D design/printing.
- Guided and taught high school students and visitors in the use of STEM equipment and technology.

## SKILLS

- **Programming Languages / Frameworks:** HTML, CSS, JavaScript, CSS, Tailwind CSS, Java, C#, C, SQL

- **Version Control:** Git / GitHub

- **Development Platforms:** React Native, Meta Development (AR / VR), Unreal Engine, Unity Engine, Godot

- **Tools and Cloud Platforms:** Agile, Figma, Blender, Adobe Cloud, Canva, Microsoft Azure, Microsoft Office

- **Other Skills:** 3D Design & Animation, Product Design, Project Management, Accessibility Design