KORBIN NEVIUS
3D & Graphic Designer

Education

Chatham University | Pittsburgh, PA
Bachelor of Arts: Immersive Media, May 2025
Minor: Media Arts - Graphic Design
summa cum laude

Skills

3D Software: Maya, Cinema4D, Blender, Mudbox, ZBrush, Houdini, Rizom, Arnold, Redshift, Mari

Game Design Engines: Unity, Unreal Engine

Coding: C#, Python, JavaScript, Markdown, Various IDE's (Rider), Creative Coding

Hardware: Meta Quest 2, Meta Quest Pro, Looking Glass, PC, Tilt 5

Audio: Audacity, Music Production

Visual Development: HUGO, A.Illustrator, A.InDesign, A.Photoshop, A.Lightroom, A.Premiere, A.Fresco, A.Painter, DaVinci Resolve, Touch Designer, ACES, Figma

Project Management: Plastic, GitHub, Microsoft Teams, Monday, Jira, Slack, Asana

Languages: English - Native, Japanese - Intermediate, Dutch - Beginner, German - Beginner

Contact

919 - 353 - 4966
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Experience

Alterea
Agents of Influence - UI/UX Design Intern
September 2025 - Present
- Create dynamic UI layouts using Figma that can be iteratively refined during development.
- Rescale and adjust the current UI layout for accessibility and readability.
- Create tutorials for various minigames that can be adapted for other scenarios.
- Develop protoype flows illustrating how tutorials appear as players progress.
- Manage deliverables under weekly deadlines to support cross-team workflow continuity.

Freelance Projects
Character Model and Logo Design
July 2023 - Present
- Collaborate with clients to define visual direction and gather reference materials.
- Model low-poly soldier character for Unreal Engine 4 using ZBrush, Marvelous Designer, Maya, and Substance Painter.
- Design and deliver logos using Adobe Illustrator.
- Present iterative deliverables for client feedback.

Clocky
3D Modeling For Consumer Products
April 2024 - August 2024
- Produced photorealistic renders of consumer products for marketing.
- Composited 3D models into stock photography.
- Managed multiple projects to meet deadlines.
- Developed and refined an iterative rendering workflow, incorporating client and team feedback.

Chatham University
Immersive Media Studio Assistant
August 2022 - April 2025
- Assist professors with faculty research such as software development, 3D workflows, and alternate software toolkits.
- Prepare studio environment to enhance collaboration for peer project development.
- Lead and develop workshops and skillshares for student and faculty.
- Advise Immersive Media students on development of school projects.