Korbin Nevius

Immersive and Graphic Designer

I am pursuing a major in Immersive Media at Chatham University in Pittsburgh, PA. I utilize both game design engines and 3D software to create complex virtual and augmented reality (VR/AR) experinces to be enjoyed through emerging technologies.

Experience

Student Worker
Chatham University: 2023 - Present
- Assissting professors with faculty research.
- Working with peers to build up studio environments for collaboration on projects between students.
- Leading and developing workshops and skillshares for student and faculty to attend.

Experiencing Prehistory Through Virtual Reality
Chatham University: 2022 - 2023
- Using virtual reality to enable the "direct" interaction with rare and typically inaccessible fossil prints in a gudied and educational setting
- Developed VR application in Unity.
- Prototyping and playtesting
- Collaborated with Biology department student and professor.
- Presented at the ABBA conference.

Logo Design
Contract Work: 2022 - Current
- Working with clients.
- Storyboarding/reiteration development
- Non-destructive workflow.

Whits Frozen Custard
Cashier/Server: 2020 - 2021
- Customer service.
- Working with customers.
- Managing products.

Contact

- 919 - 353 - 4966
- klnevius@gmail.com
- korbinnevius.com

Education

Chatham University
Pittsburgh, PA
Major: Immersive Media
Minor: Graphic Design

Skills

3D Softwares
- Blender, Cinema4D, Maya, Mudbox, ZBrush, Houdini

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

Project Management
- Plastic, Github, Microsoft Teams, Monday, Jira