

I am pursuing a major in Immersive Media at Chatham University. I am proficient in using game design software with 3D software to create complex virtual and augmented reality experiences to be enjoyed through emerging technologies.

Experience

Clocky: 3D Modeling for Consumer Products

Remote Internship: April 2024 - August 2024

- Rendering realistic images of consumer products.
- Integration of models in stock images.
- Management of multiple projects.
- Developed iterative workflow for rendering.
- Receiving and providing feedback for development of 3D renders.

Immersive Media Studio Assistant

Chatham University: Aug. 2022 - Present

- Assist professors with faculty research.
- Prepare studio environment to enhance collaboration for peer project development.
- Lead and develop workshops and skillshares for student and faculty.

Experiencing Prehistory Through Virtual Reality

Chatham University: June 2022 - April 2023

- Utilized VR to enable "direct" interaction with rare and typically inaccessible fossil prints in a guided and educational setting.
- Developed in Unity through multiple iterations of prototyping and playtesting.
- Collaborated with Biology Department to blend VR with archaeological content.
- Presented at American Association of Biological Anthropologists (AABA) conference, NV.

Hillsborough Landscaping Co.

Contract Work: July 2023 - Present

- Collaborate with owner to develop a logo through storyboarding and iterative development.
- Non-destructive workflow.
- Produced product for commercial display on employee apparel that uniquely communicated the company's purpose.

Korbin Nevius

Immersive and Graphic Designer

Education

Bachelor of Arts: Immersive Media

Minor: Media Arts - Graphic Design

Chatham University | Pittsburgh, PA

GPA: 3.94 | Chatham Honors Program

Expected Graduation: May 2025

Skills

3D Software: Maya, Cinema4D, Blender, Mudbox, ZBrush, Houdini, Fusion360, Arnold, Redshift

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

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

Languages: English - Native, Japanese - Intermediate

Contact

919 - 353 - 4966

klnevious@gmail.com

korbinnevious.com