Nanae Itoi

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https://nanae1984.github.io/sample/

OBJECTIVE:

Internship in the field of multimedia programming, animation and motion graphic design.

EDUCATION:

Borough of Manhattan Community College, New York, NY

Associate in Applied Science, Animation and Motion Graphics: (Graduation date: December 2018)
GPA: 3.9 on a 4.0 scale
Dean's List (2016 Fall, 2017 Spring, 2017 Fall, 2018 Spring)
PHI THETA KAPPA Honor Society, April 2017 - Present

RELATED COURSEWORK:

Intro to Multimedia / Multimedia Design and Programming / Digital Film Fundamental

Introduction to 2D, and 3D animation / Introduction to Video Game Design

LANGUAGE SKILLS:

Japanese

SKILLS:

Design: Photoshop, Illustrator, Flash MX, Animate, AfterEffect, Premiere, and InDesign, Cinema 4D

Used these programs to create 2D animation, 3D animation, short-films, and advertisements.

Programming: HTML, CSS, p5.js

Created websites using HTML, CSS and p5.js. Created a video game using p5.js.

School Projects:

- Introduction to 2D Animation: To learn how to use a 2D animation program such as Adobe Animate and Flash MX.
- 3D Animation Projects: To model three-dimensional objects and to choreograph scenes, controlling character movement, lighting, sound, and camera direction.
- Multimedia Programming I: To create scripts for the manipulation of graphics, audio, and text to construct a web-based multimedia presentation.
- Topics in Media Arts and Tech: To write scripts for an endless-runner style video game using HTML, CSS, and p5.js.