Nashmia Riaz

Graphic Designer | Game Developer

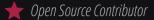
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nashmia-riaz.github.io %

About Me

I'm all about aesthetics. My main priority, when making anything, is playing with the right colors and fonts and focusing on the looks. I believe presentation is key and it pays off in the long run.





Runner Up - SEECS Open House 2018

/nashmia-riaz

Bē /nashriaz19c31d

Education

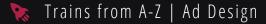
- NUST, Islamabad 2014 - 2018 | CGPA 3.35 Bachelors In Software Engineering
- Beaconhouse School System 2012 - 2014 | 3 As A Levels - Mathematics, Chemistry, Physics
- Beaconhouse School System 2009 - 2012 | 8 As 0 Levels

Experience

Freelancer
2018 - Current
Freelance game developer and graphic designer

- Webtronix
 Summer 2017
 Web intern for ASP.net
- Diode
 2015-2017
 Graphic Designer

Projects



August 2018

As part of a freelance gig, ads designed for a children's book to be displayed on social media.

Am Sporty | App & Web Design v2018

designed for an AR mobile app.

As part of a freelance gig, UI and website

Snek

lune 2018

A multiplayer take on the classic 'Snake' built in Unity for PC and mobile phone.

눓 Elymas - The Experience

May 2018

A neo-sorcery VR game builty for Unity from scratch, as part of my final year project.