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.





Freelancer



Runner Up - SEECS Open House 2018



/nashmia-riaz



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Education

🖝 NUST, Islamabad 2014 - 2018 | CGPA 3.35 Bachelors In Software Engineering

Experience

🤝 Freelancer 2018 - Current Freelance game developer and graphic designer

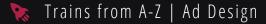
- Beaconhouse School System 2012 - 2014 | 3 As A Levels - Mathematics, Chemistry, Physics
- Beaconhouse School System 2009 - 2012 | 8 As

Webtronix Summer 2017 Web intern for ASP.net

🤝 Diode 2015-2017 Graphic Designer

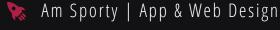
Projects

O Levels



August 2018

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



v2018

As part of a freelance gig, UI and website designed for an AR mobile app.



lune 2018

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

Elymas - The Experience

May 2018

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