Nashmia Riaz

Graphic Designer | Game Developer
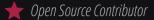
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About Me

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.

★ Open Source Contributor   ★ Freelancer

★ Runner Up - SEECS Open House 2018

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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
O 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

Trains from A-Z | Ad Design
August 2018

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

Snek
June 2018

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

Am Sporty | App & Web Design
v2018

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

Elymas - The Experience
May 2018

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