

# 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.

★ Open Source Contributor

★ Freelancer

★ Runner Up - SEecs Open House 2018

🐙 /nashmia-riaz

Be /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  
*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.*

🚀 Am Sporty | App & Web Design  
v2018  
*As part of a freelance gig, UI and website designed for an AR mobile app.*

🚀 Snek  
June 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 built for Unity from scratch, as part of my final year project.*