Saphya Monet Council

16-66 Bell Blvd Apt 726 Bayside, NY 11360

saphya.monet@gmail.com

PROFILE:

- Motivated, self-driven B.S. candidate with demonstrated creative and technical achievements in sound and game design (including 3d modeling, materials drawing, and component scripting)
- Advanced knowledge of database technology and asset management
- Programming in Javascript, C/C++, C#, Java, Python, Max/MSP, HTML/CSS

EDUCATION:

New York University Shanghai, Shanghai, P.R. China (GPA: 3.53/4.0)

B.S. Interactive Media Arts, May 2017 (expected), GPA: 3.8/4.0

Relevant Coursework: Interaction Lab, Sound & Vision, Sound Design for Media, Recording Technology

Awards: Autodesk Smart Home Design Challenge '15 Honorable Mention, Dean's Service Scholar '15, NYUSH Hackathon '14 Honorable Mention

CAPSTONE: "The Evolution of Interactive Storytelling: From Physical to Virtual Narrative"

This paper discusses the history of interactive fiction and its influence on game media, starting with early examples of interactive novels up to contemporary responsive computer-based narrative and its various forms.

Hypertext Fiction Game with musical output.

A responsive hypertext fiction game on a customized e-reader; dependent on the user's decisions in-game, the user is given an encoded paper that can playback (on a midi capable device) a unique theme associated with their choices.

RESEARCH INTERESTS:

- Professional audio tool development
- Audio signal processing theory and application
- Natural language processing

COMPUTATIONAL EXPERIENCE:

New York University Shanghai, Shanghai, P.R. China

ICP Learning Assistant, Feb – May 2017

Attend lecture and recitation and work closely with faculty and Global Academic Fellows to support students as they work on class assignments. Host individual and small group tutoring in the Academic Resource Center. Maintain regular communication regarding student progress with advisor and supervisor.

MK Studios, Shanghai, P.R. China

Studio Technician/Assistant, Oct – present

Engineered working prototypes of two assigned art installations using commissioned parts. Designed professional schematics of unique parts for projects. Found new solutions to making the projects function by introducing alternative mechanisms. Assisted artist in the procurement of resources and the production of stable mock-ups.

New York University Shanghai, Shanghai, P.R. China

IMA Lab Student Worker, Feb – May 2015, Sep – Dec 2016

Provided support to IMA professors by loaning out equipment to students and overseeing recitations. Edited and narrated tutorial videos for IMA equipment to then post on the class site. Took inventory and updated the IMA equipment online database. Monitored the lab and organized the room in time for lab closing. Served as a moderator for special events hosted by IMA, e.g. Barcamp '15 –a fun, user-generated tech conference.