VERONICA NI

Former art director and designer seeking to learn programming skills to enter into front-stack web development. Hardworking and detail-oriented learner looking to leverage professional design experience to become a flexible developer who can provide a valuable perspective to web and software development teams in the future, with a goal of working on education focused visual learning platforms.

WORK EXPERIENCE

Assistant English Language Teacher

JET Programme, Japan

Sept. 2021 - Aug. 2023

- Employed visual and auditory approaches to create lessons that encouraged communication and interest in students.
- Developed online resources and introduced digital technology to supplement traditional course materials.
- Collaborated with colleagues to design and administer lesson activities according to curriculum standards.
- Organized community activities and provided advice on cultural adjustment and daily living as an area leader volunteer.

Art Director, Designer

Black Math, Boston

Aug. 2016 - Aug. 2020

- Worked with producers, animation directors, and creative directors to establish design systems for client projects.
- Spearheaded art direction for projects of various scales and styles, and worked with design team to maintain style consistency and quality.
- Researched, developed, and introduced design methodologies to increase workflow efficiency.
- Clients included: Aetna, America's Test Kitchen, Arnold, Bai Brands, Earth Shoes, Facebook, Harvard Business School, Hill Holliday, Instagram, Kellogg's, MullenLowe, Museum of Fine Arts, National Geographic, Reebok, Starbucks, The Ad Club

Lead Artist Intern

MassDigi Innovation Program, Worcester

May 2015 - Aug. 2015

- Developed a mobile game from start to launch on iOS and Android in a team of programmers, artists, and producers.
- Oversaw art direction and production of art assets for implementation into Unity.
- Ensured optimization of assets according to game-standard specifications, and collaborated to solve UI, design, and technical challenges.

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SKILLS

Adobe Illustrator

Adobe InDesign

Adobe Photoshop

Figma

Concept and Production
Design

Art Direction

Concept Design and Illustration

Animation Design

EDUCATION

Rhode Island School of Design

2012 - 2016

BFA Illustration, with Honors

OTHER

Recognitions

Creative Quarterly 35 VISIONS Magazine

2016 Boston FIG Talks Panelist

Languages

Chinese

Japanese