

PIERRE MICHEAL

INTERACTIVE MEDIA MAJOR

CONTACT

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NYUAD, Abu Dhabi, United Arab Emirates
<https://zuett.github.io/pierre/>

SKILLS

Adaptability
Project Management
Creative
Strong interpersonal skills
Team player

LANGUAGES

Arabic
English

PROFILE

As a sophomore double majoring in Interactive Media and Film with a minor in Computer Science, I bring a dynamic blend of creative vision and technical prowess to the table. With a specific focus on crafting immersive experiences and delving into the world of Virtual Reality (VR), my expertise spans coding, Arduino, Visual Effects (VFX), and the intricacies of movie pre and post-production. I am currently pursuing a Unity Associate Developer certificate. Beyond the digital canvas, I have orchestrated on-campus events and dedicated over 150 hours to volunteering at international events, honing my skills in event management. Eager to contribute my passion for immersive storytelling and technical proficiency to innovative projects and collaborative teams.

WORK EXPERIENCE

Residential assistant

New York University Abu Dhabi 2022-2023

- Coordinate and execute various events
- Arrange floor activities
- Provide on-call support and aid in student check-in procedures
- Assist in conflict resolution
- Initial point of contact for students seeking assistance.

Fitness Student Assistant

New York University Shanghai 2024- Current

- Assist users with gym equipment
- Train beginners
- Ensure equipment functions well
- Assist with Inbody machines use
- Facilitate fitness classes

EDUCATION

Merryland International school

2008- 2022

O level

- 6 A*, 1 A, 1 B

A level

- 2A, 1B

PIERRE MICHEAL

INTERACTIVE MEDIA ARTIST

TECHNICAL SKILLS

- Unity 3D
- Arduino
- Davinvi Resolve
- Adobe Illustrator
- Adobe Photoshop
- Adobe After Effects
- Microsoft suite
- JavaScript
- Audacity
- Python
- C++
- C

NYUAD - courses completed

Interactive media & Film

2022 - Current

- Intro to Interactive Media
- Communications lab
- Designing virtual worlds
- virtual body performance
- VFX in the age of virtual reality
- UX design
- Introduction to media industries and institutions
- Sound Technology and emotions

Computer Science

- Intro to computer science
- Discrete math
- Data structures
- Calculus
- Algorithms
- Computer System Organization

PROJECTS COMPLETED

- **"Mondrian's Mirage"** A VR project presented at the Louvre Abudhabi
 - **"The MindPortal"** An immersive visual designs portal created using P5js
 - **"Whispers from the depth"** an XR performance presented at the black box NYUAD
 - **"Beat-Hoven"** a music-making game created using Arduino and P5js presented at the Interactive media showcase NYUAD
 - **"Fever-Dream"** is a short movie hosted on a website with different stories based on the user choices along the story.
 - Created many **dynamic visual illustrations** inspired by data visualization using p5js
 - Created multiple **video games** using Python
 - Created multiple **VR games** using Unity 3D
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