

# NICHOLAS GRANT

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## EDUCATION

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**New York University** | MPS – Interactive Telecommunications Program (ITP) Expected May 2021

- Relevant Coursework: Computational Media, XR Studio, Exhibition Design, Mobile App, Physical Computing, Animation
- Tisch School of the Arts Scholarship

**The George Washington University** | BA – Political Science Major, English Minor, Journalism Minor May 2019

- Dean's Scholar in Shakespeare
- *summa cum laude*

**King's College London** | Fall Semester Study Abroad in the Department of War Studies Sep. 2017 – Dec. 2017

## PROJECTS

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**Designer** Jan. 2020

Death is imminent, but let's have fun! | New York, NY

- Four-player communication-based game in which teams must work together in order to fix a defective spaceship
- Tools: P5.js, Arduino, Illustrator, Laser Cutter, 3D Printing

**Developer** Jan. 2020

MirageVR | New York, NY

- Auditory virtual reality experience places the user in a desert who is surrounded by enlarging pools of water

**Developer** Nov. 2020

Dinosaur House Party | New York, NY

- Blended 360° video with Adobe After Effects in order to create a playful dinosaur house party

## EXPERIENCE

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**Experience Designer** Sep. 2018 – Jan. 2019

Festi LLC | Washington, DC

- Conducted interviews with users in order to improve the functionality of the service
- Produced creative content that increased the traffic on several social media platforms

**Research Assistant** May 2018 - Aug. 2018

GW Center for Cyber and Homeland Security | Washington, DC

- Drafted and edited projects for publication on the website
- Developed the first podcast for the think tank

**Media Arts Intern** Jan. 2018 – May 2018

National Endowment for the Arts | Washington, DC

- Conducted and transcribed interviews with Oscar and Emmy award-winning documentary filmmakers
- Edited information for the annual Documentary Sustainability Summit Report

## SKILLS

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SwiftUI | Arduino (C++) | P5.js | Unity XR | Max/MSP/Jitter | Photoshop | Illustrator | After Effects | Microsoft Excel