

NICHOLAS GRANT

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EDUCATION

New York University | MPS – Interactive Telecommunications Program (ITP) Sep. 2019 - May 2021

- Tisch School of the Arts Scholarship

The George Washington University | BA – Political Science Major, English Minor, Journalism Minor Sep. 2015 - May 2019

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

EXPERIENCE

User Experience Designer Aug. 2020 - Present

Columbia University | New York, NY (Remote)

- Developing a user interface for iBEGOO with AB Studio, a platform that utilizes artificial intelligence and augmented reality in order to create interactive and immersive experiences for users

Virtual Reality Developer June 2020 – Aug. 2020

NewPathVR | San Francisco, CA (Remote)

- Developed wireframes with Adobe XD for the virtual reality dialectical behavior therapy app
- Implemented changes in Unity and C# for the Oculus Rift

Web Developer / Content Manager May 2020 – Aug. 2020

Ideamix | New York, NY (Remote)

- Optimized SEO, analyzed Google Analytics, improved UX, and developed pages
- Wrote a weekly editorial, mentored a team of seven, and published all content
- Created videos for YouTube with Adobe Premiere Pro

Policy Research Intern May 2018 - Aug. 2018

GW Center for Cyber and Homeland Security | Washington, DC

- Attended and reported on cyber and homeland security events
- Tracked cyber activities through numerous news outlets
- 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

HTML/CSS/Javascript | SwiftUI | Arduino | P5.js | Unity | Max/MSP | Photoshop | Illustrator | XD | Premier Pro | After Effects