

NICHOLAS GRANT

(845) 282-3767 • Brooklyn, NY • nbg284@nyu.edu • nickbgrant.com

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 Consultant Aug. 2020 – Nov. 2020

Columbia University, AB Studio | New York, NY (Remote)

- Created mockups with Adobe XD for an AR/AI mobile application to enhance remote learning during COVID-19
- Performed user testing, sound design, content writing, 3D modeling, C# scripting, and Unity development
- Designed and developed a website to house the mobile application

Virtual Reality Software Engineer 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 based on mockups

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
- 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 | XD | Figma | SwiftUI | Arduino | Unity | Max/MSP | Photoshop | Illustrator | Premier Pro | After Effects