

ERIC NERSESIAN

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PROFESSIONAL PROFILE

Lab director, lecturer, and developer of educational and medical VR experiences with over ten years of industry experience in interactive computer graphics for training, and educational applications. Possesses five years undergrad teaching experience in interactive/game design, programming, animation and graphics. Clear and concise written, verbal, and visual presentation skills. Ability to present to large groups both internally and externally. Thrives in highly collaborative team environments both as a leader and contributor. Programming proficiency with C#, and Python. Software proficiency with Adobe Suite, Maya, Houdini, Substance Designer, Unity, and Unreal.

EDUCATION

- PhD, Information Systems, Est 2020, New Jersey Institute of Technology, Newark, NJ
- M.S., Information Systems, New Jersey Institute of Technology, Newark, NJ
- Graduate Certificates, 3D Computer Graphics, 3D Training Institute, New York, NY
- B.A., Economics, Rutgers College, Rutgers University, New Brunswick, NJ

TEACHING EXPERIENCE

VR Lab Director / University Lecturer, NJIT, Informatics Department, Newark NJ, Sept 2016 to Present

- Instructed and developed curriculum for IT core and game development classes
- Built two new tracks in the game development specialization: asset production and virtual reality
- Developed industry relationships for student internships, entry-level employment, and capstone sponsors
- Headed up the virtual reality lab, which now boasts 20 students working on grants, and internships
- Fostered research agreement with US Army Research Center for virtual reality training applications
- Collaborating with Vision and Neural Engineering Lab on virtual reality vision therapy applications

Adjunct Instructor, NJIT, Informatics Department, IT Division, Newark NJ, Sept 2012 to Sept 2016

- Instructed and developed curriculum for game graphics, animation, programming and production classes
- Built relationship with industry leader Brian Fargo's studio for students to work on next gen games
- Created partnership between NJIT and US Army ARDEC for year round internships on base and campus
- Volunteered as team leader for the annual NJIT hosted Global Game Jam, globalgamejam.org/
- Hosted Job Hunting Workshops for the ACM and NJIT Siggraph student groups

Advisory Board Member, NJIT, Informatics Department, IT Division, Newark NJ, Sept 2012 to Sept 2016

- Advised on accreditation process and developed accreditation report for program transition to department
- Researched current industry trends and developed curriculum for the video game design classes
- Presented to administration on state of video game and interactive design industries
- Hosted panel discussion on implementing real world project based training within classroom
- Fostered affiliation between the IT and Digital Design Programs to strengthen production-oriented classes

Visiting Instructor, Quinnipiac University, Video Game Design Program, Hamden CT, Sept 2013 to June 2014

- Instructed and developed curriculum in programming, game design, and computer graphics courses
- Coordinated online curriculum deployment to maximize effectiveness of course management systems
- Advised on 10-year facility, and faculty development plan to keep program at forefront of industry
- Promoted on-campus studio for students to work with local industry on interactive media and training
- Managed student internship opportunities and mentored students on job hunting, resumes, and portfolios

Director of the Mentorship Program, Roninfilm, Los Angeles, CA (remote work), May 2012 to May 2014

- Created a program where industry professionals mentored students in an online learning environment
- Developed curriculum and protocols to ensure consistent high quality online training
- Built partnership between Roninfilm and NJIT allowing year round internships for students

3D Computer Graphics Instructor, 3D Training Institute, New York, NY, Jan 2011 to Jan 2012

- Instructed students in online classrooms on 3D computer graphics training

PROFESSIONAL EXPERIENCE

Lead 3D Designer, YouVisit, New York, NY, January 2016 – January 2017

- Created 3D graphics, animations, and interactives for VR experiences in Maya, Adobe, and Unity
- Prototyped 3D UI/UX concepts communicating design team wireframes to development team

Game Designer & Art Lead, Engender Games Group, Hamden, CT (remote work), Sept 2014 – Sept 2015

- Managed production pipeline for health education game funded by Bill & Melinda Gates Foundation
- Designed the UI/UX, training content and graphic elements of the prototype game
- Facilitated testing, QA and product review from client team in Mexico City, Mexico

Senior Interactive Designer, Mercedes Benz, Montvale, NJ Nov 2014 – July 2015

- Developed mobile applications for internal company training using Flash and HTML5
- Designed the UI/UX, training content and graphic elements of the training applications

Educational Game Producer, Educational Testing Service, Princeton, NJ, Jul 2014 to Nov 2014

- Managed development cycle for public school STEM knowledge testing games
- Pitched concepts, designs and full proposals to senior directors for next cycle development
- Created storyboards, concept designs, and mechanics play tested on groups of students

Technical Director, Fly Dragon Studios, Paterson, NJ, Dec 2013 to Aug 2014

- Developed an augmented reality app for mobile platform using Unity, Vuforia, PS and Maya
- Directed production using agile development for art, design and programming tasks
- Directed 2D animation trailer and marketing videos for promoting a graphic novel series

Project Manager, US Army ARDEC, Dover NJ, Sept 2011 to Sept 2013

- Designed million dollar interactive trainers built in Unreal, and Unity for web and desktop deployment
- Managed motion capture studio, implemented motion capture data into gaming environments
- Directed client requirement & scope analysis, production team management, game engine integration
- Developed production workflows from concept to delivery phase to ensure project quality

Technical Director, Roninfilm, Los Angeles, CA (remote work), Apr 2011 to May 2013

- Built production pipeline workflows for proper studio production focusing on online collaboration
- Directed supervisors for modeling, rigging, animation, lighting, compositing departments
- Recruited, trained and managed teams of up to 30 members virtually with online collaboration tools

Interactive Designer, D2 Team-SIM, Somerset, NJ, Mar 2010 to Aug 2011

- Designed installation application for training doctors on Parkinson's treatment
- Developed prototype interactive trainer for US Army winning a \$2.5 million contract

Digital Artist, Balthazar Trading, Maplewood, NJ, May 2004 to Jan 2008

- Created product designs and blueprints for a luxury line of cigar and poker boxes