

# Nina DeLucia

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## EXPERIENCE & EDUCATION

### Gossamer Games, Philadelphia, PA

2D & 3D Artist, April 2016 - present

- + Responsible for *Sole* and other contracted projects +
- + Model 3D environments for mobile platforms +
- + Assist in game flow and storyboard development +
- + Design promotional materials for use in print and on web +

### InksterPrints, Philadelphia, PA

Graphic and Web Designer, April 2015 - June 2016

- + Created logos for client use on websites and in print +
- + Assisted in maintenance and design of store websites +

### Bucks County Racquet Club, Washington's Crossing, PA

Desk Clerk, 2007 - present;

Assistant Manager, 2011 - present

- + Assist customers and run payments at front desk +
- + Train new employees on working the desk +
- + Responsible for maintenance and design of current website

### Drexel University, Philadelphia, PA

Bachelor of Science in Animation and Visual FX

Minors: Fine Arts, Art History

Graduation: June 2016

Campus Activities: SIGGRAPH, 2013 - graduation;

Entrepreneurial Game Studio, 2016

Scholarships: *Dean's Scholarship*, 2012 - graduation

#### Relevant Coursework:

+ 3D CGI; Organic 3D Modeling; 3D Visual FX

+ Senior Thesis I, II & III

(*The Knowledge We Seek* - Shinto & Turkish inspired VR Game)

+ Animation I & II; Character Animation I & II

+ Game Development Foundations & Workshop I

+ (European) Art History I, II & III; Art of China & India

+ Drawing I & II; Figure Drawing I

### Philadelphia University, Philadelphia, PA

Bachelor of Science in Animation, August 2011 - May 2012

## SKILLS

#### Programs:

*Adobe Suite:* Photoshop, Illustrator, InDesign, After Effects, Premier, Dreamweaver, Media Encoder

*Microsoft Office:* Word, PowerPoint, Excel

*3D:* Unity, Maya, Modo, Z-Brush, Nuke

*Other:* BitBucket, GitHub, SourceTree, Google Drive, familiar with both Mac and Windows OS

*Languages:* Python, C++, HTML, CSS

#### Work Practices:

+ Experienced in online file sharing in both small and large teams (work and educational settings) +

+ Practiced in adopting new systems of naming and organizing files (work and educational settings) +

+ Professional experience keeping organized and on schedule with individual and team projects (short and long term) +

## AWARDS, INVITES & EVENTS

+ *Philly Tech Week (invited to attend)* +  
(Technical.ly Philly, for *Sole*, 2016 - 2017)

+ *International Mobile Gaming Awards Finalist* +

+ *IMGA's Awards Ceremony* +  
(IMGA, for *Sole*, March 2017)

+ *Intel Student Games Competition Finalist* +

+ *Game Developer's Conference (San Francisco)* +  
(Intel, for *Sole*, March 2017)

+ *Baiada Entrepreneurial Scholarship* +  
(Drexel University, for *Sole*, June 2016 - present)

+ *RPI GameFest* +

+ *First Place in "Excellence in Mobile Gaming"* +  
(RPI GameFest, for *Sole*, 2016)

#### Upcoming:

+ *SAAM Arcade (Smithsonian, August 2017)* +  
(Smithsonian, for *Sole*, August 2017)

+ *Stellar Startups Finalist (final results pending)* +  
(*"Just Plain Cool Idea"* category)  
(Philly.com, for *Sole*, 2017)

+ *Philadelphia's 2017 Stellar Startups Award Ceremony* +  
(To be held at the Franklin Institute, for *Sole*, September 2017)