

Nina Demirjian

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Experience

Interactive Media Developer, American Museum of Natural History – 2017- Present

Programmed current installations from start to finish, including pieces for exhibits:

-“Unseen Oceans”: A school of hundreds of individual fish projected on the floor that interact with passing visitors. Developed in Processing using Java, and utilizes the xBox Kinect. Opened in March 2018.

-“T. rex: the Ultimate Predator” : A wall projection of a life-size T. rex in a Cretaceous scene that interacts with and responds to visitors. Developed in Unity3D using C#. Opened in March 2019.

-“The Nature of Color” : An interactive, large-scale projection that allows users to experiment with color. Developed in Unity3D using C#. Opened in March 2020.

Game Development and Programming Tutor, NYU; New York, NY – 2019 - Present

Assisted students at NYU with their programming assignments for class, and helped them understand basic programming concepts and principles. Worked with students in GameMaker, Unity (C#), and Processing (Java).

Virtual Reality Developer Intern, Future Reality Lab; New York, NY – 2018 - 2019

Developed and tested multi-user Virtual Reality experiences in Unity3D at Ken Perlin’s Virtual Reality lab at NYU. Programmed in C# for the Oculus Go, Vive, and Mirage Solo.

Technical Assistant, NYU Courant Institute; New York, NY - Jan - Dec 2018

Conducted regular building AV checks, worked fixing and installing computers throughout the building. Worked in Linux, Windows, and Mac. Took walk-in requests and inquiries about computers.

Awards

Alfred P. Sloan Foundation Grant for Game Design, May 2019, for:

The grant is awarded to one project at the NYU Game Center each year and provides resources for awardees to develop and publish an educational game. Awarded for my game, [Red Planet Farming](#), which I developed in Unity using C#. The game launched on Steam May 2020 and has over 15,000 downloads.

Education

New York University - New York, NY, Class of 2019

Bachelor of Arts in Computer Science, minors in Game Design and German
University Honors Scholar - Cum Laude

Skills

Bilingual in German/English. Proficient in Unity (2D and 3D) and Processing.
Experienced with Git.

Programming Languages: C# (3 years), Java (3 years), Swift (2 years)

Working Knowledge of: Python, C, Javascript