

Nicholas Korn

DESIGNER OF ART AND GAMES



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Abstract:

Nick Korn is the son of an engineer and an artist, and has grown under the influence of both. Nick is motivated by learning new skills, honing existing ones, and is currently looking for a career where he can exercise his creative powers.

Work Experience

- **2013 – Present: Micrographics Clerk at Orange Ulster BOCES**
Records Management. Worked with a team to convert physical records into electronic documents, and to purge and maintain physical records. Took part in managing this process for 10+ separate client school districts.
- **2012: Graphic Designer** at WNYT Albany Responsible for updating on-air graphic resources to HD, creating new resources, and formatting them all to fit with new design package laid out by the department head.
- **2007 – 2011: Senior Production Assistant under Multimedia Services** at Rensselaer Polytechnic Institute. Duties required skills with cameras, soundboards, production switchboard, direction of other production assistants, post production, archiving, setup and breakdown of A/V equipment (projectors, PA and other sound systems, cameras, lights, microphones), and creation of visual assets (posters, DVD labels, and web graphics). Eventually took over archival processes of entire department.
- **2006 – 2010: Various graphic design work** for Suffolk County Community College, St. Francis College and Pratt Institute, including websites, posters, and slides used in public displays. Also created digital dashboard visual assets for Pratt's PISCES Electric Vehicle Project.
- **2008 – Website design** for Open Valley Consulting to serve as web presence and information portal about the company.

Personal Projects

- Host of a freeware game review podcast. This requires a knowledge of audio recording and editing techniques, publishing and networking to reach audiences, skill in speaking and expressing ideas, as well as the ability to critically analyze ideas and products.
- Founded and maintains Oleetku Studios, a website which showcases the work of his colleagues and himself.
- Formerly leader of a Gamers' Special Interest Group. This was a position which required organization of events, giving presentations, and managing 20+ people per meeting.
- Level, art, and story design / asset creation for projects in Unreal, Source, and a number of indie game engines.
- Creation and development of tabletop games, from simple dice and card games to board games, war-games, and collaborative storytelling (Dungeons & Dragon style) games.
- Concept sketches and realized art works, as well as comic strips and graphic novels.

Education

- RPI class of 2011 – Dual major in Psychology / Game Design. GPA: 3.09
- Warwick Valley High School – Graduated with Honors 2007
- New York State Summer School of the Arts – 2005

Additional Skills

- 10+ years of experience in Photoshop.
- Experience with Flash, Illustrator, InDesign, After Effects, Premiere, Audacity, Google Sketchup, and Maya.
- General skills with Microsoft / Open Office products, Windows, and Linux.
- Experience with HTML / CSS and PHP, as well as basic knowledge of Javascript, Python, and Actionscript.