

# Cynthia Nie

<http://portfolio.metaminstrel.net/>

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I'm interested in using technology to drive shared experiences between people.  
I love gaming, singing, storytelling, brainstorming, and community building, among other things.

## Education

Sep 2007 –  
May 2010

**MFA in Interactive Media**  
University of Southern California, Los Angeles.  
GPA at graduation: 3.81

### *Sample coursework*

- ◆ Advanced Data Structures
- ◆ Server-side Web Applications
- ◆ Programming for the Arts I/II
- ◆ Virtual Environments
- ◆ Design for Interactive Media
- ◆ Game Design Workshop
- ◆ Designing Online Multiplayer Game Environments

Sep 2002 –  
Dec 2006

**BA in Interdisciplinary Computing and the Arts**  
University of California, San Diego.  
Department GPA: 3.52

## Skills

Coding

Strong grasp of PHP, Java, MySQL. Previous experience with C++, Javascript and jQuery, Lua, Actionscript. Understanding of game engine scripting; e.g. Unreal 2003/2004, Quest 3D, and Aurora Toolset (BioWare). Hand-coding standards-compliant HTML and CSS. Capable of quickly building webpage templates from provided visual mockups.

Design

Experience with paper prototyping and rapid iteration cycles. Comfortable with using digital prototyping tools (e.g. Processing) to quickly create functional demos. Working familiarity with Photoshop and Flash.

## Work Experience

2006 – 2010  
Summers only

**Co-Instructor @ Academic Talent Development Program**  
University of California, Berkeley – <http://atdp.berkeley.edu>  
Served as instructor for “The Internet Classroom”, in which students learned HTML and CSS and received introductions to web usability, Photoshop, Flash animation and other topics. Included planning the curriculum, creating class assignments and evaluating student performance for classes of about 30 middle- and high-school students. Also managed a team of teacher assistants.

Jan 2008 –  
Dec 2009

**Miscellaneous web development**  
Rebuilt several websites for University of Southern California faculty members. Took existing sites and reconstructed the designs in templates for a content management system.

Sep 2008 –  
Dec 2008

**Production Intern @ Blindlight**  
West Hollywood – <http://www.blindlight.com>  
Aided production office in a variety of jobs, from office work to research on potential development opportunities. Also formulated and delivered high concept design proposals for client IPs.

Nov 2006 –  
Mar 2007

**Software Intern @ Virtual Reality Medical Center**  
San Diego branch – <http://www.vrphobia.com>  
Completed various programmatic tasks for current projects in software development, such as combat, PTSD, and pain distraction simulators. Worked with game engines such as Unreal 2003/2004 and Quest3D. Also created and edited user manuals for various company products.