

Nick O'Malley
Designer + Animator



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PERSONAL STATEMENT

Exploring all facets of the digital landscape, from animation and graphic design to motion graphics and interaction. Always excited to make quirky and interesting experiences within newer technologies to come.

WORK / INTERNSHIP EXPERIENCE

North Kingdom Design Intern

Working on a range of projects, assisting with general 3D design and motion for a variety of clients. Heavy emphasis on newer technologies, working in AR+VR
Venice, CA. June 2018-Current.

CNN Motion Graphics Intern

Working as a member of the Motion Graphics team, assisting with 2D + 3D animations for explainer videos, original series', and online content.
Manhattan, NY. Winter/Spring 2018.

Motion Design Intern at 1stAveMachine

Worked on commercial productions for clients such as Coca-Cola, eBay, State Farm, and Samsung. Assisted in the developmental stages for a VR videogame prototype.
Brooklyn, NY. Summer of 2017.

The Multi Design Conference

Involved in the organization and development of a student-run design conference, where creatives speak to students and collaborative events are hosted.
Fall 2015 - Spring 2017.

EDUCATION

From August 2014 to May 2018.
BFA in Graphic Design (in progress)
SUNY Purchase College, Purchase, New York.

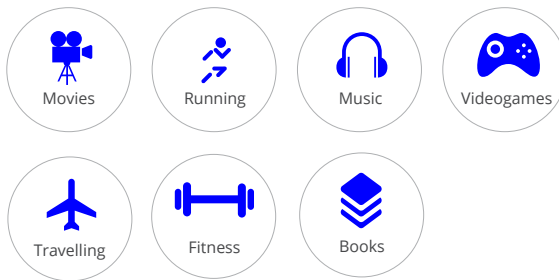
GPA
4.06

From January 2017 to May 2017.
Student Exchange Program (in progress)
City University of Hong Kong - School of Creative Media,
Hong Kong, China.

AWARDS / EXTRACURRICULAR ACTIVITIES

- Talent-Based Merit Scholarship from Purchase College.
- Winner of the New Media Winter Film Festival.
- Dean's List - Fall '14, Spring '15, Fall '15, Spring '16, Fall '16.
- Varsity Men's Cross Country Team at Purchase College. (Rookie of the year 2015)
- Rough Secs - Motion Graphics and Animation Club.

HOBBIES & INTERESTS



DESIGN SKILLS

Adobe Photoshop	● ● ● ● ● ● ● ●
Adobe Illustrator	● ● ● ● ● ● ● ●
Adobe Indesign	● ● ● ● ● ● ● ●
Adobe After Effects	● ● ● ● ● ● ● ●
Adobe Audition	● ● ● ● ● ● ● ●
Unity	● ● ● ● ● ● ● ●
Cinema 4D	● ● ● ● ● ● ● ●
Adobe Premiere Pro	● ● ● ● ● ● ● ●
Unity Cardboard SDK	● ● ● ● ● ● ● ●
Unreal Engine 4	● ● ● ● ● ● ● ●

HTML & CSS	● ● ● ● ● ● ● ●
Javascript	● ● ● ● ● ● ● ●
P5JS / Processing	● ● ● ● ● ● ● ●
Microsoft Word	● ● ● ● ● ● ● ●
Microsoft Powerpoint	● ● ● ● ● ● ● ●
Microsoft Excel	● ● ● ● ● ● ● ●
Final Cut Pro	● ● ● ● ● ● ● ●
Blender	● ● ● ● ● ● ● ●
Maya	● ● ● ● ● ● ● ●

