

Nicholas Frank

Game Design | Digital Art | Technical Support

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PROFILE

Reliable and conscientious looking for either part-time or full-time work. Experienced with digital art, and hands-on technical support. Combines visual creativity with practical problem-solving, from building interactive media to maintaining complex digital workspaces. Experienced in customer-facing environments, project support, and fast-paced creative production.

CORE SKILLS

- Digital Art and Game Design
- Hardware & Software Troubleshooting
- Adobe Creative Suite Expertise
- 3D Design in Unity, Blender, and Maya
- Programming: C#, C++, HTML/CSS
- Large Format Printing Setup
- Inventory & Art Supply Management
- Public Speaking and Presentation
- Web Content Management

PROFESSIONAL EXPERIENCE

SUNY Farmingdale – Visual Communications Department

(Jul 2022 – Jan 2026)

Instructional Support Associate / Digital Art & Design Technical Specialist Technical support for students, faculty, and staff across digital art platforms.

- System maintenance: iMacs, iPads, PCs; software installation and configuration.
- Adobe Creative Suite troubleshooting
- Large-format printer and media kiosk management
- Art supplies and hardware procurement and inventory
- Scripting batch processes for streamlined student access

Abstract Image Group

(Apr 2022 – Jul 2022)

Graphic Artist

- Optimized art files for print production
- Designed and reformatted marketing materials
- Managed Etsy marketplace product listings

EDUCATION

Long Island University-Post – Honors College – Summa cum laude 2021

Bachelor of Fine Arts

Major: Digital Game Design **Minor:** Digital Art and Design | GPA: 3.91

AWARDS & RECOGNITION

- President, LIU Post Rainbow Alliance (2019–2021)
- Alt.Ctrl Games Showcase, Wonderville Arcade (2019)