

CIARA FABIAN (ROBINSON)

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Multimedia Specialist and Graduate Student working in graphic design, game design, 3D animation, motion graphics, illustration, virtual reality, training simulation, scripting, and/or imagery. Experience in augmented/virtual reality, motion visuals, storytelling, 3D animation, design for video output as well as experience creating wireframes, story boards, and prototypes for use in design review and user testing. Quick to learn new software and hardware.

EMPLOYMENT

08/2022 - PRESENT

TEACHING ASSISTANT (TA), UNIVERSITY OF MARYLAND

- Teaching responsibility for a laboratory or discussion session of a course.
- Assist a faculty member in the grading, advising, and administrative duties necessary for assigned courses.
- Assist with general departmental administrative duties, such as advising or the administration of community programs, workshops, etc.

05/2021 - PRESENT

ADJUNCT FACULTY, GAME DESIGN, SOUTHERN NEW HAMPSHIRE UNIVERSITY

Provide high-quality academic experiences and support students as they work toward their educational goals. Work collaboratively in a supportive academic environment, partnering with student advising and the academic team to ensure that each student has support, tools and resources he or she needs to be successful.

06/2021 - 05/2023

MULTIMEDIA SPECIALIST, A. HAROLD & ASSOCIATES (AHA), LLC

- Collaborate with AHA developers and customer experts to develop static and interactive media assets for training products (2D/3D graphics, diagrams, charts, tables, photos, videos, animations, email/web content, infographics, etc.).
- Maintain a high standard of design, creativity, and adaptability to modern and emerging trends/needs.

06/2020 - 01/2021

TECHNICAL ARTIST, DESIGN INTERACTIVE (DI)

Develop user interfaces in unity based on existing designs that support DI's mission of providing engineering services and consulting in human-system integration (HSI) by utilizing established software development frameworks and techniques.

- Implement UI/UX designs given the appropriate assets into Unity UI Screens.
- Work with the Unity Animation and Animator systems to animate UI/UX elements.
- Set up UI elements to have further implementation provided by the engineering team.
- Implement basic systems as needed.

01/2020 - 3/2020

INTERACTIVE DEVELOPER, NINJA MULTIMEDIA - INTERNSHIP

- Build augment reality and virtual reality applications for clients.
- Developing and programming in Unity.
- 3D modeling and animating.

01/2020 - 3/2020

TECHNICAL LEAD, SCADPRO-SPONSORED COURSE BLACKROCK

Assist BlackRock with research and development of concepts for the re-imagination, modernization, and digitalization of the client experience for BlackRock's Institutional Client Business.

- Develops and assures quality for technical deliverables.

05/2019 - 12/2019

GAME DESIGN INNOVATOR, CHICK-FIL-A CORPORATE - INTERNSHIP

The Technology Innovation program focus on creating digital experiences that improve the lives of customers, operators, and team members.

- Build prototypes and experiment with solutions for Chick-fil-A operations.
- Provide demonstrations and presentation of solutions to key stakeholders.
- Utilize 3D modeling, rigging, and animation.
- Integration using Unity3D, game development, augmented reality, and virtual reality.
- Created prototype using augmented reality glasses.
- Utilize storyboards, wireframes, and prototypes in project development.
- Assist with project videos and presentations.
- Utilize strong interpersonal skills in team-based projects/efforts.

EDUCATION

AUG 2022 – MAY 2024

MASTER OF SCIENCE, UNIVERSITY OF MARYLAND

Major: Human-Computer Interaction (HCIM)

MAY 2020

BACHELOR OF FINE ARTS(BFA), SAVANNAH COLLEGE OF ART AND DESIGN

Major: Game and Interactive Design GPA:3.88 Magna Cum Laude

Hong Kong Study Abroad Program, 1/2018 – 3/2018

HONORS

- Membership in the University of Maryland-College Park Chapter of The Honor Society of Phi Kappa Phi, May 2023 - Present

ACCOMPLISHMENTS

- Prysmian Exhibition – Pedestal of Success, 2017, Sold Art Sculpture to Prysmian Group
- Recycling Art Sculpture, 1st place winner, 2015

SKILLS

- | | | | | |
|----------------|-----------------------|---------------------|------------------------|---------------------------------|
| • Maya | • Color theory design | • Microsoft Office | • Lumin Magic Leap | • Fluent in Spanish and English |
| • Photoshop | • User Research | • Microsoft Teams | • Adobe Creative Tools | |
| • Adobe XD | • Research Methods | • Visual Studios | • Vuforia | |
| • Illustrator | | • HTML/CSS | • HoloLens / MRTK | |
| • Unity | | • Virtual Reality | | |
| • Figma | | • Augmented Reality | | |
| • UI/UX Design | | • C# | | |