



## Nobonita H Bhowmik

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## Profile

I am a multimedia artist and have worked with game development teams on both 2D and 3D games. I have worked on visual design, 2D/3D asset creation, interface designs as well as game art. I also work as a freelance visual designer, working on graphic design and motion graphics.

I hope for an opportunity that would enable me to expand my own skill set in a professional environment and learn further on how to make more memorable interactive experiences for people.

## Education

Parsons The New School for Design,  
New York, NY  
Bachelor of Fine Arts,  
Design & Technology 2016

GPA - 3.6

New York University, New York, NY  
Masters of Fine Arts, Game Design, 2019  
GPA - 3.5

## Skills

Computer: Mac and PC proficient  
Adobe Photoshop, Illustrator, After Effects,  
InDesign, Animate, Lightroom, Unity, Unreal,  
Autodesk Maya, Substance Painter &  
Designer, HTML, CSS, Processing, Arduino,  
Cinema 4D

## Awards & Achievements

IGDA Velocity Award Program - 2019  
Kill Screen Scholar Program - 2016

## Special Projects

### 'We should talk.'

Art Director - Feb 2018 - Present

Game Studio 2, NYU Game Center

- Created majority of 3d asset creation and social media content
- Responsible for outlining and executing the game's visual style
- Maintaining aesthetic consistency, and producing the asset models, textures, and interface designs for the scene

### 'Mim'

Artist/Co-Game Designer - Mar 2018 - TBA

MFA Thesis, NYU Game Center

- Conceptualized the narrative for the game
- Designed the gameplay & mechanics
- Created and designed 2D & 3D digital game assets

## Work Experience

### Remote Control Media

Freelance Technical Artist - Nov - Dec 2021

- Support and assist technical art team with asset ingestion
- Manage and update the task tracking for asset ingestion

### Necessity London

Freelance Designer - May - Nov 2021

- Creating content, editing and designing for social media platforms
- Photo or video editing, and providing support in production initiatives

### OR Entertainment

Freelance Designer - May 2016 - Mar 2017

- Edited and designed all materials, including branded paper & digital invitations, social media graphics.
- Edited photos and videos, and provided support in production initiatives
- Updated company web properties with the latest content
- Created content, connected and maintained social media accounts

### Virtualize

Digital Media Intern - Feb - May 2016

- Maintained content and updated company's website
- Graphic design / edited press materials
- Supported technology and production
- Helped set up equipment for events

## Volunteer Work

### IndieCade East

Game Convention - Feb 2018

Oversaw the floor of the arcade game which also led to the role of troubleshooting games/devices

### Game Developers of Color

Game Convention - July 2018

Assisted at the registration for the incoming attendees.