NASEEM BARAMKI-AZAR

GRAPHIC ARTIST

CONTACT

naseembaramkiazar@gmail.com

linkedin.com/in/naseem-baramki-azar

naseembaramkiazar.wixsite.com/portfolio

ABOUT ME

Motivated, creative graphic design artist with experience in design for video games. Interned in a university research team to ensure optimal aesthetic of design as well as functionality of web-based research tools. Earned multiple Multi-media Certificates at San Diego Mesa College. Practical industry experience with Adobe Illustrator and Photoshop.

SKILLS

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe Premiere

Unity Editor

Unreal Engine

EDUCATION

Multimedia

San Diego Mesa College

2016-2020

Certificate of Performance

Multi-Media Survey

Digital Video

Video Game Development

Flash

EXPERIENCE

UCSD Research for Autism and Development Lab

Internship / June 2019-August 2019 and June 2020-August 2020

- Worked in groups to create games used to collect research
- As the artist role, created UI and other art assets
- In 2019 we made a navigation app for seniors and in 2020 we made a gamified version of the Flanker Task

UCSD Power of Neuro Gaming

Internship / November 2017- August 2018

- Participated in day-to-day innovative design projects in a university research lab
- Demonstrated strong working knowledge of Adobe Illustrator and Photoshop to create background textures for cutting-edge autism research video games
- Ensured optimal function and aesthetic of the video game design
- Used attention to detail and problem solving skills to elicit errors in video games
- Communicated with research project manager and team in group meetings
- Worked with research participants to conduct video game assessment

PROJECTS

Path Finders

- A navigation application geared towards seniors.
- Used to help seniors remember and navigate to important locations
- As the artist, I created UI assets and other in-game graphics

Fleisher Task

- A cognitive inhibition test with added game features that are more appealing to all ages.
- As the artist, I worked on most of the graphic assets in the game
- We added new game modes, a 1930's cartoon theme and other gameplay features