

# Nivetha Kannan

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NivethaKannan.com

## SKILLS

**LANGUAGES** html // c++ //Java  
// Python //Javascript // C#

**HANDS-ON** Print Making // Programming // Digital Art // Sewing

**APPS** Photoshop // Illustrator // InDesign // AfterEffects // Premier // Microsoft Office // GitHub // Autodesk Maya // Unity Game Maker // Processing // MediBang // Keynote // Powerpoint // Excel

## HONORS

**CMU Odyssey Participant**  
Jan 2014

**Deans List**  
Fall 2012 // Spring 2013  
Fall 2013 // Spring 2014  
Fall 2014 // Spring 2015

**Marjory Glassburn Francis Project Award** 2015

**Andrew Carnegie Society Scholar Award** 2015

**SURG (Small Undergraduate Research Grant)** 2016

## SHOWS & VENUES

**“(try to) Dress Up” shown in Thrival Festival**  
Pittsburgh | 2015

**“(try to) Dress Up” featured in Teacade Game Event**  
Montreal | 2015

**“(try to) Dress Up” featured in Game Devs of Color Event**  
New York City | 2017

## EDUCATION

**CARNEGIE MELLON UNIVERSITY** May 2016

Pittsburgh, PA

Bachelors in Fine Art | QPA: 3.85/4.00

Minor in Business Administration

Minor in Animation & Special Effects

## EXPERIENCE

### FREELANCE ANIMATOR AND DESIGNER

Self Employed, *Sept 2016– Present*

Creating animations and designs in a contracting or temporary basis. Creating Design work for companies such as Horizon Group USA and Cartoon Network. Creating Animations for clients like Kevin Hart, Sephora, and Plum.

### HORIZON GROUP USA

Junior Designer, *Oct 2016 – April 2017*

Design decorational products for retail to customers like Walmart, 5 Below, CVS, etc. Create mechanicals for products and help throughout the process of production using Adobe Illustrator, Adobe Photoshop, and Excel. Work as the sole designer at a small but high paced team of project managers

### CARTOON NETWORK, Atlanta, GA

Design Intern, *Jan 2016 – Aug 2016*

Designed posters, labels, magazine pages, and motion graphics to be viewed by audiences nationwide. Designed patterns-one of which became an essential part of 'The Powerpuff Girls' Design look. Worked with such diligence and talent that my internship was extended. Mainly used Adobe Photoshop, Illustrator, Indesign, AfterEffects, and Powerpoint.

## PROJECTS

### CN Brand Presentation

Cartoon Network: Corporate, *Mar 2016*

Created and designed a powerpoint to be presented by Cartoon Network's CMO to representatives of the Apple Company.

### Power it up! Premiere Party E-Blast

Cartoon Network: Powerpuff Girls Project, *Mar 2016*

Created an E-blast under the guidance of senior designers using Adobe Illustrator to invite thousands to a giant party hosted by Cartoon Network at Austin's SXSW music and film festival.

### (try to) DRESS UP

Game Project, *Nov 2014 - Dec 2014*

A personal game designed, developed, and implemented using Unity Game Maker. The game focuses on conveying personal experiences to players through the form of a dress up game. Cited and wrote about by multiple

## PRESS

**“(try to) DRESS UP”** featured in 5+ articles from Indie Game Journalist Websites. Notable:

“The Autobiographical Dress-Em-Up About Pleasing Your Conservative Parents” by Jess Joho // Kill Screens Daily .com //Indie

“Pixelthreads: Reclaiming the Dress-Up Game” by Megan Patterson // The Mary Sue .com // Feminism in Geek Culture Website

**“ANIMATED KANDINSKY”** featured in 5+ articles from Indie Game and High Art websites. Notable:

“An Interactive Kandinsky to Consider and Destroy the Elements of Abstract Art” by Allison Meier // Hyperallergic.com // Art&Culture