

Nivetha Kannan

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NivethaKannan.com

SKILLS

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

HANDS-ON Print Making // Pro-
gramming // 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 Thri-
val 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. Creat-
ing 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

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 es-
sential 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.

DIGITAL ART STUDIO

Digital Art Studio Monitor *July 2013 –Jan 2015*

Maintained Studio equipment and printers, assisted students with printing
and creation of compatible files for different forms of printing

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 Il-
lustrator to invite thousands to a giant party hosted by Cartoon Network at
Austin’s SXSW music and film festival.

PRESS

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

“The Autobiographical Dress-Em-Up About Pleasing Your Con-
servative 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