# RYAN NEIN

ryannein.com

## EDUCATION

BA in Graphic Design 2022
CSUN

- Dean's Honor Roll

AA in Philosophy 2026
Moorpark College

## SKILLS

- Adobe Suite & Affinity
- 3D Software (Blender, Substance Painter)
- Audio Production (Reaper, plugins)
- Game Development with Unity & C#
- Comfortable with HTML, CSS, & JavaScript

## CREATIVE WORK AND PUBLIC SCHOLARSHIP

### Independent Media Development

- Published and continue to develop experimental interactive game projects that explore philosophical themes including existentialism, surrealism, and the self (20K+ players)
- Created original programming, writing, music, and art for all projects developed in Unity
- Documenting the development process in public devlogs and iterative prototyping, playtesting, and community feedback

### "Systematizing" Video Essay Series

- Producing an ongoing series of long-form philosophy video essays exploring aesthetic and psychological theory through phenomenological and semiotic analysis (60K+ views)

## RELEVANT EXPERIENCE

### Fish Wild Brand and Apparel Designer

Jan 2021 - May 2024

- Created a logo and brand material to develop the company's vision
- Generated graphics and illustrations for product applications

### TicketManager Graphic Design Intern

Jun - Sep 2021

- Consolidated and communicated marketing information into graphics, one-sheets, PowerPoint presentations, and case studies
- Developed a social media brand system and thumbnail templates
- Continued to work after the internship as a freelancer to create corporate animations in After Effects that simplify and communicate complex company services