

Nick Dougherty
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Education:

Boston University
College of Engineering
Projected BS in Computer Systems: Class of 2012

Boston University: Center for Digital Imaging Arts
Waltham, MA
Professional Certificate in 3D Animation Class of 2008

Milton Academy
Class of 2007

Skills:

Programs:

Visual Studio, Maya, 3DS MAX, Unity, Unreal III Editor, Blender, Microsoft Office, MATLAB Photoshop, Toast, Amadeus, Solidworks, After Effects, Flash, Premiere, Mudbox, Dreamweaver, Pages, Garageband, iMovie, OpenOffice, Digital Performer, Audacity.

Coding:

C, C++, C#, JavaScript, MATLAB, HTML, MEL and Python.

Teaching/Curriculum Designer:

Taught various interactive medias to children. Currently helps Digital Media Academy with their course design. Was a summer camp instructor and counselor since 2005.

Projects:

Game Creation (Current):

At Digital Media Academy, I teach students the process of game development. I taught C# and JavaScript this past summer for my Unity game creation courses. Each week, a new set of students would come through my class having started with no experience and left with a fully functional game of their own. The game creation course required all character controls, UI and specific environment constraints to be coded individually.

Project Mailbox Inc (Current):

I founded a non-profit charity--Project Mailbox Inc.--geared towards raising money and awareness for local causes and charities. I started the charity because I felt very strongly that it was a good idea. We will use converted mailboxes as donation boxes to collect pocket change. The change collected will be put towards a "Charity of the Month" chosen by the student body of the adjacent university (in my case Boston University). Every other month, the charity chosen MUST be a local one. With roughly 16,000 undergrads at BU, PM could feasibly raise \$16,000 dollars a month for charity if every student donated twenty five cents!

Practicum (CDIA):

Worked on the Commonwealth Shakespeare Company's interactive webpage in April 2008:
<http://commshakes.org/interactive/interactive.html>. Our class's task was to build a 3D interactive page to help garner donations for the non-profit CSC. I helped model, rig, light, texture, render, and compile for this project.

The Wrath of Aquell (Milton Academy/Ongoing):

For my Senior Project in high school (May 2007), I recorded a full length concept album at Gauntlet Studios. The album is completely comprised of my original music. The album took over a full month to record mix and was finally mastered a

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year later. The album can now be found on iTunes, Rhapsody and AmazonMP3 under *The Wrath of Aquell* by Aquell. The reason I took 3D is because of this album. I hope to animate sections of the piece and I have been working on it in my spare time.

Work Experience:

Brickyard Visual Effects

Boston, MA

Intern: Spring 2009-Current

From getting coffee to doing 3D for a Bruce Willis movie, my job is to do whatever they tell me!

Digital Media Academy at Harvard University

Cambridge, MA

Instructor: Summer 2009-Current

Teaches and designs introductory and advanced courses in 3D animation and game design to teenagers.

Apple Store

Boston, MA

Specialist and Instructor: August 2009-June 2010

Taught workshops and lessons, fixed minor problems with products, sold products.

Gauntlet Studios

Dover, MA

Audio Intern 2007-2009

Assist with sound engineering, setting up equipment and running the board.

Museum of Science, Robotech Center

Boston, MA

Instructor: Summer 2008

Taught Flash Animation, 2D Game Design and 3D Animation to children grades 3-10.

Interests :

Charity:

Currently working on starting a charitable organization: Project Mailbox Inc.

Designer:

I design tee-shirts and websites as freelance on the side. I have been designing tee-shirts since 2006 and websites since 2008. I currently have an idea book filled with ideas for products and other innovations. I hope to make them possible after I graduate!

Musician:

Guitarist of eight years and self-taught pianist of four.

Have been writing, recording and performing as long as I have been playing.

Completed recording of my album--*The Wrath of Aquell*--at Gauntlet Studios and mastered at Peerless Mastering.

Made semi-final of the Emergenza Music Festival at the Paradise Rock Club.

Athlete

I currently play for the Boston Red Dogs (Boston University's club hockey team).