NIX PENDERGAST

2D ANIMATION, 3D ANIMATION, AND GRAPHIC DESIGN

CONTACT

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EDUCATION

WASHINGTON STATE UNIVERSITY VANCOUVER (2018-2022) Graduated Fall 2022

- B.A. in Digital Technology and Digital Culture. December 2022. Creative Media and Digital Culture program.
- Certificate in Game Studies and Design.
- Minor in Fine Arts.
- Minor in Women's, Gender, and Sexuality Studies

SKILLS

- **2D Animation:** Adobe Animate, Adobe Character Animator, Adobe After Effects.
- **3D Animation:** Maya.
- **Game Design:** Unity.
- **Graphic Design:** Adobe Photoshop, Adobe Illustrator, Adobe InDesign, and Clip Studio Paint.
- **Office Productivity:** Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Zoom, Slack, Discord, and Basecamp.
- **Web Design:** HTML, CSS, and Javascript.
- **Video Editing:** Adobe Premiere Pro.
- Communication, conflict resolution, and time management.

VOLUNTEER EXPERIENCE

Volunteering at McLoughlin Middle School, 2011-2020

- Duties included reviewing student work, making copies, running papers across the building, grading, and doing bulletin board decoration.

WORK EXPERIENCES

UNCLE BUDDYS PHANTOM FUNHOUSE (2022)

Reconstruction of the 1993 hypermedia narrative game by John McDaid for contemporary computing devices
- The goal was to recreate McDaid's visual novel utilizing modern technologies that were not available when the game was first created.
- A group project where I am part of the 2D and 3D animation and motion graphics team. My job was to work on the animated trailer.

PLAYING POSSUM: A PANDAMONEOUS REVENGE (2021)

The story follows two siblings, one dressed as a panda and the other as a possum.
- Group project where my duties included character design. script writing, modeling, texturing, vector 2D animation, lighting, animation, and postproduction.
- It was the goal of the short film to produce a story that is a play on the themes of "cat and mouse." Maya was the software used to create it.

DANCING SOON BECOMES ROMANCING (2021)

A section of the song 'Dancing Soon becomes Romancing' from the movie White Christmas, recreated using personal characters.
- The goal of the project was to rotoscope some live-action footage to achieve realistic movement.
- Photoshop was used to illustrate each frame while Adobe Animate was used to edit them together.

LOST AND FOUND: A VISUAL NOVEL (2021)

The story of a little human girl and her adoptive alien parent.
- The goal was to tell some sort of narrative while utilizing digital affordances to create the narrative.
- It was illustrated using Clip Studio Paint, and then animated using Adobe After Effects.

OTHER WORK EXPERIENCE

WSU Vancouver Writing Center
Student Peer Tutor, 2020- PRESENT

- Duties included helping students brainstorm, outlining, drafts, developing research, questions developing paragraphs, organization, revision of drafts, formatting drafts, citing sources, and assistance with resumes

HOBBIES

Drawing, videogames, binging television, and petting dogs.