

NUKES DE ALMEIDA NUKU-GRAVES

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EDUCATION

University of Cincinnati, College of Design, Architecture, Art, and Planning (DAAP), *Bachelors in Fine Arts* - Cincinnati, OH (2019 - 2024)

- ★ GPA: 3.50
- ★ Dean's List, Fall 2019 - Fall 2021

DAAP, *DAAP Ambassadors* - Cincinnati, OH (FEBRUARY 2020 - PRESENT)

- ★ Serving as a frontman for DAAP and the Fine Arts program, leading tours and holding panels for hundreds of students and their families every semester

PROJECTS

Cryptid Coffeehouse, *Video Game* (SEPTEMBER 2021 - PRESENT)

- ★ Released and continuously solo-developed a Ren'py visual novel that will exceed 130,000 words by April 2023
- ★ Surpassed 9,000+ downloads in 12 months with 270+ five-star ratings and over \$2,400 in sales
- ★ Accepted into the Game Devs of Color Expo and the Indiecade Steam Sale

WORK HISTORY

Cincinnati and Hamilton County Public Library, *Tech Center and Makerspace Technician* - Cincinnati, OH (JANUARY 2023 - PRESENT)

- ★ Assisting patrons in navigating the web, creating resumes, releasing print jobs, making copies, and sending faxes
- ★ Demonstrating the ability to work with and help a diverse selection of patrons, all with varying ages and backgrounds
- ★ Facilitating Makerspace projects for patrons, aiding them in a variety of different programs (Versaworks, Adobe Creative Suite, various CAD softwares) to produce their desired physical and digital outcomes

Starbucks, *Shift Supervisor* - Cincinnati, OH & Chicago, IL (OCTOBER 2019 - DECEMBER 2022)

- ★ Demonstrated the ability to multitask and work quickly under high pressure at both a busy university café store and a drive-through store that made over \$56,000 a week
- ★ Leading and working with a diverse team of baristas to provide customers with good service in both a café and drive-through store
- ★ Promoted from barista to shift supervisor in May 2021 after 19 months with the company

SOFTWARE

Clip Studio Paint, FireAlpaca, Ren'py, Adobe After Effects, Adobe Premiere Pro, Twine, Adobe Photoshop, Vegas Pro 13, 15, 16, Audacity, Autodesk Maya, Blender, ToonBoom, Celtx