			agha		
			terdisciplinary designer		
	adnanaghanyc@gmail.com 412.251.6975 Brooklyn NY				
// education	2023	Rhode Island So	chool of Design (RISD)		
			Master of Architecture		
	2013	New York Unive	rsity (NYU)		
			B.A Game Design and Fil	mmaking	
	2019	Design Discover	ry Harvard CSD - ROS		
	2013	<pre>Design Discovery, Harvard GSD - BOS Developed foundational Architecture skills and kr</pre>		owledge	
	2016		tic Computation - NYC		
		Attended an artist residency focused on recalibrating the relationship between humanity and technology			
// experience	2023				
			ings for ideation, client approval, and build	ler use	
			ial construction details to minimize errors rametric modeling scripts to enhance producti	on	
		^ Developed pai	rametric modering scripts to emhance producti	011	
	2021	Model Shop Monitor RISD Wood Shop			
			dents with creating models in a variety of me		
		and technique	es using shop equipment safely and effectivel	у	
// independent	2023	Enter the Mantis - praying mantis-inspired jacket The Body Between - experimental drawing gan gore collage			
	2022				
	2019 2018		tech art residency xr installationmotion-controlled mini-game collection w	ra 11	
	2018		- juggling "simulation" game for ios & and		
	2015		- xbox one-launched ninja party game		
// teaching		game design & d	development student le	VAI	
// cedening	2019		ty Undergradu		
	2016	i-D Tech Summe	r Camp Middle - H	igh	
// skills	sketching, prototyping, material-driven modeling, rendering,				
77 311113		structural force analysis, producing and maintaining drawing sets, game design, interactive design, ux/ui design, apparel design,			
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	CC	ommunication, col	munication, collaboration, leadership, project management		
// programs	Re	eal-time	Unity3D - Games & Interactive AR, VR, XR		
, , - 0 - 0 - 0	Adobe		Illustrator, Photoshop, InDesign, AfterEffects		
	Modeling		Rhino3D & Grasshopper, Blender, Cinema4D, Maya		
	Fabrication Scripting		3D Printing, Laser Cutting, Casting, Pen Pl	lotters	
	Scripting		C#, HTML, Processing, Python 3D Scanning, Photogrammetry		
	30	5			
// further aims	Di	gital	SketchUp, AutoCAD, Fusion360, Revit, CNC, F	Robotic	
	Ph	nysical	Arms, TouchDesigner, Unreal Engine Woodworking, Painting, Welding		
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