

# Nithan Aravinth

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## EDUCATION

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### Specialized Honours in Digital Media Game Arts

*Lassonde School of Engineering at York University*

Jan. 2022 – Present

*Toronto, ON*

## EXPERIENCE

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### Social Media and Web Developer

*New Grocery Movement, Venture for Canada*

May 2024 - Jun 2024

*Remote, Toronto, ON*

- Produced multimedia content, encompassing graphics, and social posts, to bolster social media and web campaigns. Leveraged tools such as Canva to craft compelling visual media
- Utilized Squarespace to integrate new features, refine the website's design, apply a creative theme, and establish an updated design workflow for the organization

### Technology Instructor

*Markham African Caribbean Canadian Association*

March 2023 – June 2023

*Markham, ON*

- Instructed seniors at the MACCA Program on fundamental computer skills
- Engaged with a group of over 30 seniors, addressing both collective class needs and individualized learning requirements
- Developed comprehensive slides and presentations designed with clarity and accessibility in mind, ensuring ease of comprehension for all participants.

### Financial Analyst Co-op Student

*National Bank*

Oct. 2019 – Feb. 2020

*Toronto, ON*

- Offered comprehensive support to team members, aiding in various financial analysis tasks
- Executed precise and efficient data entry tasks, handling checks to enhance accuracy and streamline operational processes

### Rides Department Supervisor

*Centreville Amusement Park*

April 2025 - October 2025

*Toronto, ON*

- Supervised daily operations of all amusement rides at the park, ensuring compliance with all safety standards and park policies
- Trained, scheduled, and managed a department of more than a 100 ride operators and attendants, fostering a strong safety culture and delivering exceptional guest service
- Investigated and documented incidents, ensuring accurate reporting and implementing corrective actions to prevent recurrence
- Collected and verified staff hours accurately for payroll, ensuring compliance with scheduling and labor policies
- Conducted pre-ride inspections to verify equipment functionality and safety measures

## PROJECTS

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### Dragon Model and Animation | *Maya*

Jan. 2025 – Apr. 2025

- Designed a 3D dragon in Maya based on a 2D sketch
- Rigged the dragon in Maya using some elements of HumanIK to improve animation
- Animation was created using manual keyframing and advanced rigging techniques to bring the creature to life

### Astroglow Racer | *Unreal Engine 5*

Sept. 2024 – Dec. 2024

- Designed and developed a single-player racing game featuring a hovercraft vehicle with timed objectives
- Built gameplay systems using blueprints, including lap tracking, time limits, and a results UI
- Implemented dynamic vehicle visuals using skeletal and static meshes
- Designed user interfaces for setup, in-game HUD, and post-race results screens

## TECHNICAL SKILLS

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**Languages:** Java, HTML/CSS, JavaScript, UE5 Blueprints

**Frameworks:** Node.js, JUnit

**Developer Tools:** Git, Eclipse, Photoshop, Premiere Pro, Blender, Unity, MaxMSP, Maya, Unreal Engine, Rhino 3D