

Nylah Page

Technical Artist Intern

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📍 Orlando, FL 32816

STRENGTHS

- 🔗 **Asset Preparation**
Structured naming, mesh optimization, and import notes kept student libraries easier to review and reuse during capstone work.
- 👁 **Visual Quality**
Material and shader checks across anatomical assets improved consistency, a detail faculty reviewers noticed during presentations.
- 🔍 **Technical Research**
Plugin and SDK comparisons captured setup steps and limitations, giving peers a clearer starting point.
- ✅ **Workflow Testing**
Checklist based testing exposed interaction and loading issues early, then documented corrections for later builds.
- 👥 **Collaborative Learning**
Peer presentations turned complex workflow choices into practical discussions, and classmates sought help with asset organization.

SKILLS

Unity Unreal Engine

Autodesk Maya CAD

Visual Studio Python Scripting

3D Graphics

Materials and Textures Shaders

Asset Optimization VR and AR

Software Testing Automation

3D Mathematics Generative AI

LANGUAGES

English

Native

SUMMARY

Computer Science senior pursuing technical artist internship work in **medical visualization**, with supervised projects spanning real time 3D graphics, Unity, Unreal Engine, CAD, Autodesk Maya, scripting, and interactive application development. Built anatomical and product visualization prototypes with **materials**, textures, shaders, optimized assets, structured libraries, and repeatable content workflows. Evaluated plugins and **software development kits**, documented findings, and supported iterative implementation through testing and faculty review. Applied Python, Visual Studio, 3D mathematics, and responsible generative AI workflows for asset preparation and image ideation. Familiar with VR, AR, simulation, virtual environments, **content management systems**, Microsoft Office, written requirements, and cross functional presentation. Brings practical preparation for supervised technical art production and medical education visualization.

EDUCATION

Bachelor's Degree in Computer Science

University of Central Florida 🎓 GPA: 4.0 📅 2027 📍 Orlando, FL

Coursework: 3D Graphics, Software Testing, Computer Programming, 3D Mathematics

TECHNICAL SKILLS

- **Real Time Engines:** Unity, Unreal Engine, Unity Editor
- **3D Modeling:** Autodesk Maya, CAD, 3ds Max
- **Rendering Materials:** Materials, Textures, Shaders
- **Asset Management:** Asset Libraries, Mesh Optimization, Naming Standards
- **Programming Tools:** Python, Visual Studio, Editor Scripting
- **Immersive Media:** Virtual Reality, Augmented Reality, Simulation
- **Technical Art Math:** 3D Mathematics, Scale Validation, Spatial Alignment
- **Testing Practices:** Software Testing, Defect Logging, Checklist Testing
- **AI Content Workflows:** Generative AI, Image Ideation, 3D Asset Ideation
- **Development Platforms:** Omniverse, Rider, Pixyz
- **Office Applications:** Microsoft Outlook, PowerPoint, Word, Excel
- **Content Systems:** Content Management Systems, Digital Asset Libraries, Repository Management

EXPERIENCE

Technical Artist Intern, Real Time Medical Visualization

University Project 📅 August 2026 to Present 📍 Orlando, FL

Supervised capstone work covering Unity medical visualization, anatomical modeling, product assets, **content pipelines**, scripting, testing, and technical presentation. Supported faculty review through documented decisions and repeatable production workflows.

- Built **Unity** anatomical scene with medical product assets for interactive student learning.
- Created Maya materials, **textures**, and **shaders** across 42 assets, improving visual consistency.
- Organized models and optimized meshes, producing documented imports for repeatable content workflows.
- Aligned **CAD** references with **3D mathematics**, validating component scale and placement through checks.
- Developed Python editor utilities for asset preparation, reducing repetitive manual setup work.
- Tested scene interactions against faculty checklist, logged defects, and presented iteration results.

Technical Artist Intern, Immersive Visualization Research

University Research Lab 📅 January 2026 to July 2026 📍 Orlando, FL

MY CAREER

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MONTHS

Supervised research assignment comparing desktop, VR, and **AR** oriented visualization through Unreal Engine scenes, Maya assets, plugin reviews, testing, and documented recommendations. Presented findings for educational spatial communication and interactive prototype development.

- Developed **Unreal Engine** scene comparing desktop, **VR**, and AR visualization for education.
- Reviewed plugins and SDK documentation, recording compatibility findings and implementation recommendations.
- Produced Maya environment assets with Unreal **materials** and textures for real time scenes.
- Maintained repositories of models, textures, scenes, and test notes across prototype builds.
- Tested navigation and asset loading, logging reproducible issues and verifying corrections.
- Presented workflow tradeoffs and limitations to a 20 person faculty and student audience.

Technical Artist Intern, AI Assisted 3D Content Pipeline

Student Lab

📅 August 2025 to December 2025

📍 Orlando, FL

Supervised pipeline exercise covering generative AI ideation, Maya asset review, Visual Studio **automation**, Unity preparation, testing, documentation, and approval workflows. Focused on responsible human review and practical asset management.

- Built supervised pipeline using generative AI for image concepts and 3D ideation.
- Compared generated references with Maya assets using geometry and editability review criteria.
- Created **Visual Studio** scripts that renamed, validated, and organized files before Unity import.
- Tested **materials** and textures, correcting asset organization issues before final submission.
- Prepared workflow guide covering generation, review, refinement, testing, and approval steps.
- Demonstrated pipeline decisions to peers and faculty, clarifying appropriate human review points.

PROJECTS

Interactive Anatomy Learning Scene

📅 2026

Created a Unity learning scene with anatomical structures, a medical product, CAD reference geometry, Maya materials, textures, shaders, and documented asset imports.

VR and AR Visualization Comparison

📅 2026

Compared desktop, VR, and AR oriented Unreal Engine prototypes, documenting plugin findings, SDK setup steps, testing results, and workflow tradeoffs.

LEADERSHIP & AWARDS

- Dean's List, University of Central Florida, 2025
- Undergraduate Project Showcase Honorable Mention, 2026
- Academic Achievement Award, 2026

CERTIFICATIONS

- Unity Essentials Pathway, Unity Learn 📅 2026
- Autodesk Maya Foundations, Coursera 📅 2026

PROFESSIONAL AFFILIATIONS

- Student Game Development Association, Technical Art Project Member, 2025 to 2026
- Undergraduate Visualization Peer Study Group Coordinator, 2026

ADDITIONAL INFORMATION

Work Status

: Authorized to work in United States. No sponsorship required.

REFERENCES

AVAILABLE ON REQUEST