NICOLAS L. AGUIRRE, MFA

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Career Highlights

- Taught 31 college classes, 11 semesters
- Developed curriculum: 8 new college classes
- Over 2000 hours of public speaking
- 6+ Years of Adult Learning experience
- Served over 200 clients with professional development, training & coaching services

Industries

- Digital and Interactive Media
- Higher Education
- Creative
- Substance Abuse
- Health & Wellness
- Energy
- Disabilities & Accessibility
- Professional Training & Coaching
- Design
- eSports
- Mental Health
- Aerospace
- Manufacturing

Expertise

- Training
- Adult Learning
- Hypnotherapy
- UI/UX
- Data Science
- Branding
- Higher Education
- Curriculum Development
- Graphic Design
- Web Design
- Data Visualization
- Game Design

Education

UNIVERSITY OF MIAMI
Miami, FL
Master of Fine Arts
Interactive Media, 2016

UNIVERSITY OF CENTRAL FLORIDA
Orlando, FL
Bachelor of Science, Business Administration
Finance, 2011

HYPNOSIS MOTIVATION INSTITUTE
Tarzana, CA
Hypnotherapy, 2020

Certifications

CENTER FOR INNOVATIVE TEACHING & LEARNING | INDIANA UNIVERSITY
- Course Development Institute
- Transformative Learning Community

AMERICAN HYPNOSIS INSTITUTE
- Neuro-Linguistic Programming
- Weight Loss
- Nicotine Cessation

Objective

Seeking new career opportunities as Faculty in Digital and Interactive Media.

Experience

INDIANA UNIVERSITY, Bloomington, IN   **Fall 2016 – Spring 2021**
The Media School at IU combines decades-long traditions of journalism and communications.
Professor – Technical Lecturer | Media Arts & Production
- **Web & Mobile Design —** Responsive portfolio websites with Webflow.
- **Interactive Data Visualization** — Interactive, data-driven stories with D3.js and Tableau.
- **Procedural Art (Creative Coding)** — With p5.js (Processing) and Houdini.
- **Graphic Design —** Adobe Photoshop, Illustrator, Figma to create App Prototypes.
- **Brand Identity Design** — Complete brand identity programs.
- **Digital Media Strategy (Digital Marketing)** — Digital marketing funnels, content strategy, offer development, and sales roleplays.
- **Visual Communication (Multimedia Storytelling)** — Compelling multimedia stories through videography and photojournalism. Focus on Co-Vid-related stories.
- **Game Experience Design | UI/UX** — Design and prototype with Figma. Functional prototype development with Unity.

Curriculum Development and Learning Management Systems
- Involved in department-wide concentration development (Digital & Interactive Media).
- Developed 8 new courses and converted 3 topics courses to permanent courses.
- Offered independent study in User Experience.

Committees and Service
- **Diversity and Inclusion | Faculty Member**
  - Established quantitative and qualitative measures for success of the schools diversity efforts.
  - Conducted regular surveys to assess perceptions among faculty, staff, and students about diversity climate.
  - Served as a resource for faculty, staff, and students to offer suggestions or share concerns.
- **Travel | Field Assistant | Tokyo**
  - Liaison for students visiting several Japanese game studios - Acquire, Amata, and GemDrops.
  - Assisted with transportation, events and meal planning.
- Hosted Adobe Creative Jam— Student Experience Design competition
- Hosted eSports competitions alongside the School of Informatics, Computing & Engineering

UNIVERSITY OF MIAMI, Miami, FL   **Fall 2015**
The School of Communication is committed to developing forward-thinking, analytical, and ethical communication.
Adjunct Professor | Game Design
Intro to Game Design
- Created game-based interventions for social and economic change.
- Prototyped and play-tested games for continuous improvement.
- Applied 'Meaningful Play' principles and gamification.
- Thinking with systems (feedback loops, variables).

Curriculum Development
- Adapted a graduate-level course for undergraduate use.

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Programming Languages
- JavaScript (d3.js, p5.js, Highcharts)
- HTML
- CSS
- Command Line
- Java
- R | Shiny
- Python (pandas, NumPy, Jupyter)
- PHP | Laravel
- Swift
- Markdown
- SASS/SCSS
- Bash
- Processing
- SQL
- C# | Unity
- VBA | Excel

Software
- Adobe
- Photoshop
- PremierePro
- Webflow
- Tableau
- Unity
- Illustrator
- XD
- Figma
- PHPStorm
- Canvas
- Houdini

Communication Skills
- Public Speaking
- Voice Training
- Acting on Camera
- Improv Comedy

Additional Skills
- Finance and Bookkeeping
- Social Media Marketing
- Content Strategy and Production
- Data Visualization and Analysis

Speaking Events
- *Hypnosis in the Media*
  Indiana University
- *The Subconscious Aspects of Business*
  Austin Community College, Rotary Club
- *Raise Your Vibration with Self-Hypnosis*
  Flow Yoga Studio
- Guest Speaker on over 20 Podcasts

Professional Memberships
- American Hypnosis Association

Volunteer Work
- Trauma Resolution Center

Hobbies
- Growing Succulents
- Improv Comedy and Theatre
- Transcendental Meditation
- Breathwork (Wim Hof)
- Yoga
- Brazilian Jiu-Jitsu

NORC AT THE UNIVERSITY OF CHICAGO, Chicago, IL   Summer 2015
An independent, non-partisan research institution helping governments, nonprofits, and businesses with data-driven decisions.

Data Visualization | Intern
- Taught Interactive Data Visualization tutorials (Tableau) in NORC's internal data seminar series.
- Served as an internal consultant for data-intensive projects.
- Used Excel to clean and analyze robust and cryptic datasets.
- Used D3.js, Tableau, and R to create interactive visualizations.
- Focus on substance abuse, mental health, and voter participation.

UNITED NATIONS, SAP LUMIRA   Fall 2015 – Spring 2016
The Global Goals are a set of 17 commitments made by 193 world leaders, to end extreme poverty, inequality, and climate change by 2030.

Global Goals Visualization | Contract Work
- Used d3.js to make a series of 17 interactive data visualizations.
- Topics: End Poverty, Clean Water, Affordable and Clean Energy, Sustainability, and more.

PALMETTO BAY ACADEMY, Miami, FL   December 2022 – Present
          and January 2012 – June 2013
Non-traditional setting for middle and high school students who will benefit from a small, nurturing environment.

Instructor
- Worked with students on autism spectrum and students with learning disabilities.
- All high-school mathematics levels (Pre-Algebra, Algebra I & II, Trigonometry, Calculus)
- Coaching, mentoring, and tutoring for students focused on college prep and test taking.
- Implemented metrics and reporting system to track and improve students' performance.
- Collaborated with parents to resolve conflicts and overcome academic challenges.
- Ran extracurricular activities including Chess Club and Business Club.

SIEMENS ENERGY, Orlando, FL   Winter 2010 – Summer 2011
Committed to make sustainable, reliable, and affordable energy possible with innovative technologies.

Analyst | Intern
- Ran monthly operating reports, including work-in-progress, balance sheet, financial statements.
- Used VBA for Excel to code macros that expedited reports.
- Aggregated, cleaned, and analyzed financial data.
- Engaged in weekly expenditure meetings to reconcile line items.
- Engaged in conferences with South American branch employees.

LOCKEED MARTIN, Orlando, FL   Summer 2010 – Fall 2010
An American aerospace, arms, defense, information security, and technology corporation with worldwide interests.

Lean Six Sigma | Intern
- Ran SQL-based queries and completed monthly operating reports using dbVisualizer.
- Aggregated, cleaned, and analyzed data in Excel.
- Discovered and reported database inefficiencies and data integrity issues.
- Developed and maintained internal productivity tracking websites.