NINA WANG

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EXPERIENCE

Video Editor Intern, *Pacvue and Helium 10* Jun 2026 - Aug 2026

- Edited social, internal, and interview content for Pacvue, Pinterest, and Firework, shaping story cuts and handling audio, captions, music/SFX, color, and stakeholder revisions.
- Designed motion graphics and MOGRT templates in After Effects and Premiere Pro for Pacvue Prism and EMEA campaigns across 16:9, 4:5, and 9:16 formats.
- Supported production and post-production by organizing and sequencing interview footage while collaborating with creative, marketing, and external production teams.

Artistic Design and Animation Intern, *Spuree* Dec 2025 - May 2026

- Collaborated with design and production teams to develop environments and characters, organize creative assets, and prepare visual references and pitch materials.
- Created concept art and prepared 2D and 3D assets for CG animation production.
- Developed concept illustrations and marketing materials supporting animation projects and releases.

Development Intern, *Rideback* Sep 2025 - Dec 2025

- Conducted IP research, delivered weekly script coverage, and contributed to pitch decks and creative discussions during staff meetings.
- Supported producers and assistants with scheduling, asset coordination, and production tracking while gaining exposure to cross-department development workflows.

Creative Development Intern, *Zero Gravity Management* Jun 2025 - Sep 2025

- Supported talent, literary, and below-the-line teams across active development and client pipelines.
- Wrote detailed script coverage, conducted industry and project research, tracked projects in development, and supported reception and day-to-day office operations.
- Supported the CEO desk by managing schedules, coordinating meetings, reviewing materials, and handling confidential administrative tasks.

Film House Director, *The Castel Collective* Jun 2025 - Jun 2026

- Led Film House projects from development through production and post, managing timelines, coordinating house members, and reporting progress to the executive board.
- Oversaw creative direction and execution of quarterly film projects while coordinating production priorities and deliverables.
- Mentored Vice Captains and delegated responsibilities across multidisciplinary creative teams.

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES (UCLA)

B.A. Candidate, Design Media Arts | GPA: 3.96 Sep 2023 - Jun 2027

Minors: Film, Television & Digital Media; Music Industry

SKILLS

Design & Fabrication:

InDesign • Illustrator • Photoshop • Fusion 360 • Procreate • Canva • Graphic Design • Typography • CAD

Video, Post & Animation:

Premiere Pro • After Effects • Final Cut Pro • Maya • Blender • Unreal Engine • CapCut

Technical:

JavaScript • TypeScript • HTML/CSS • p5.js • Arduino

Audio:

Ableton • Pro Tools • Logic Pro • Audition

Languages:

English (Fluent) • Mandarin Chinese (Fluent) • Spanish (Conversational)