

# CYNTHIA NIE

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<http://www.metaminstrel.net/>

## PORTFOLIO LIST

*(All project work was completed entirely by self, unless otherwise stated.)*

September 2006 to present (ongoing project), *voices*. Software package (Java, MySQL). Framework software for creating chatbots whose intelligence evolves with the input from users who visit the chatroom in which they reside. Undergraduate Senior Project at University of California, San Diego.

June 2006, "Immigration Relief: Behind Closed Stalls". Neverwinter Nights module. A single player mod in which you play an undocumented custodial worker cleaning the men's room at the United States Congress. Produced for "Virtual Environments" at University of California, San Diego.

May 2006, Sims 2 Machinima videos, about 2 minutes total. Position: creation of all in-game material (actors, sets), also filming. Reproducing a live action video with the game Sims 2, as an effort to demonstrate that machinima could be used to create social situation training videos. For the University of Southern California's Institute of Creative Technologies.

March 2006, World of Warcraft Positioning System. World of Warcraft add-on (Lua script, XML). Add-on that converts the player's current location in the fictional and virtual world of Azeroth into an Earthen latitude and longitude. Produced for "Programming for the Arts I" at University of California, San Diego.

December 2006, "brevity". Macromedia Director project. An introspective piece about an individual's perspective of the world and how it should really be considered as a many worlds, one for every human being. Produced for "Digital Media I: Time, Movement, and Sound" at University of California, San Diego.

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November 2006, "The Schizophrenic Keyboard". Macromedia Director project. An interactive piece that subverts the user's expectation when faced with a familiar interface. Produced for "Digital Media I: Time, Movement, and Sound" at University of California, San Diego.

December 2005, "The Great Masquerade". Short machinima film, 8 minutes. Position: filming and editing. A scripted event in the game World of Warcraft was filmed, then embellished with voice actors and a soundtrack. Produced for "Mixing & Editing" at University of California, San Diego.

October 2005, "Hi-Five". Tabloid-size print (11x17 inches). A Photoshop compositing exercise, combining a scan of a human hand and a set of colorful compact-discs. Produced for "Digital Imaging: Image and Interactivity" at University of California, San Diego.

March 2004, The Twelve Labors of Hercules. Screenshot series. The Twelve Labors of Hercules retold through using the heroes and monsters of the real-time strategy game, Warcraft 3. Produced for "Introduction to Computing in the Arts" at University of California, San Diego.

February 2004, Virtual Movie Theatre. Interactive website project (HTML, CSS and Javascript). The user navigates through a virtual movie theatre, choosing refreshments to buy and a movie to view. Produced for "Introduction to Computing in the Arts" at University of California, San Diego.