

NICHOLAS DE KRAFFT

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I hope to combine my fine arts background with my knowledge in creative coding and design thinking to create accessible and impactful interactive experiences. Utilizing my experience with collaborative projects, leading workshops, and managing communications, budgets, and schedules, I can fit into any team of artists and designers to accomplish project goals effectively.

WORK EXPERIENCE

SEPTEMBER 2017–PRESENT

DAVID T. BEALS III STUDIOS FOR ART + TECHNOLOGY, STUDENT TECHNICIAN

In this role, I operate CNC machinery including mills, laser cutters, and 3D printers and teach KCAI students, faculty, and staff how to operate them, while also providing consultation on how to design projects for these machines.

AUGUST 2018–MAY 2019

KANSAS CITY ART INSTITUTE, FIRST YEAR EXPERIENCE LEADER

For the 2018–2019 academic year, I took on a leadership role for first-year Foundation students at KCAI by leading students through workshops, group discussions, and giving advice about student, personal, and professional life.

JANUARY 2019–MAY 2019

NEUDESIGN, STUDIO INTERN

I acted as a personal studio assistant to Kansas City ceramicist Nathan Neufeld, where I honed my skills in Rhino, a 3D modeling and design software, and assisted him with his personal studio and design projects.

JANUARY 2019–MAY 2019

KCAI WITH CHILDREN'S MERCY HOSPITAL, PROJECT MANAGER

For a collaborative project between KCAI Interactive Arts students and Children's Mercy Hospital, I managed communications and budgeting responsibilities. The goal of this project was to create realistic burn simulations for administering ABLS certification tests.

EDUCATION

MAY 2020

KANSAS CITY ART INSTITUTE, BACHELOR OF FINE ARTS

Currently, I am a Senior majoring in Interactive Arts at the Kansas City Art Institute, where I have built skills in creative coding, design thinking, and rapid prototyping. I currently have a 3.7 GPA and plan to graduate with a certificate in Social Practice Art in the Spring semester of 2020.

EXHIBITIONS

DECEMBER 2016

KANSAS CITY ART INSTITUTE, MONUMENTS TO GILLHAM PARK

JUNE 2017

FINE ARTS CENTER, FAC ALUMNI SHOW

APRIL 2018

KANSAS CITY ART INSTITUTE, STRUCTION

DECEMBER 2018

KANSAS CITY ART INSTITUTE, INTERACTIVE ARTS SHOW

APRIL 2019

KANSAS CITY ART INSTITUTE, UNDISCLOSED LOCATION

OCTOBER 26, 2019

21C MUSEUM HOTEL, HAUNTED HOTEL

DECEMBER 6, 2019

KANSAS CITY ART INSTITUTE, THIS IS HERE? YOU ARE HERE

SKILLS

- Experience with both script-based coding and node-based visual coding, with specific knowledge in JavaScript, Processing, MAX/MSP/Jitter, and TouchDesigner
- Physical computing, specifically building with Arduino
- Developing interactive virtual reality experiences using Unreal Engine
- Knowledge of mold-making and casting techniques, specifically with urethane rubbers and resins
- General knowledge of Adobe Illustrator, Audition, and Bridge with advanced proficiency in Photoshop and Premiere
- Intermediate 3D modeling experience with specific proficiency in Rhino
- Extensive experience working with CNC technologies like 3D printers, laser cutters, and CNC mills
- Extensive experience with rapid prototyping and user-experience design processes

ADDITIONAL ACTIVITIES

Along with my passion for fine arts and creative coding, I also care deeply about community organization and volunteer work. From the Fall 2016 through Spring 2018 semesters at KCAI, I volunteered for the school's Sexuality and Gender Alliance and was quickly elected to a leadership role for the organization. As a leader for this group, I facilitated discussions and workshops for the student population, ran social media accounts for the organization, and acted as a liaison between the queer student body and the school's administration. I also volunteered for an Arts in Prison program at Lansing Correctional Facility in Lansing, Kansas, where I and several other volunteers worked collaboratively with incarcerated men to create an interactive installation which aimed to communicate the daily prison experience to its users.