

Nicole Sue Lynn Leaw

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Skills

3d design / Autodesk Maya,
Adobe Substance Painter,
Mudbox, Unity, Blender

adobe suite / After Effects,
Premiere Pro, Indesign,
Photoshop

video editing / Adobe Suite,
DaVinci Resolve

website design and creation /
HTML, CSS, JavaScript

audio design / Reaper, FMod

web design / Figma, Canva,
Axure RP

illustration / Clip Studio
Paint, Photoshop

Education

Bachelor of Design, Major in
Communication Design
Monash University
2019 > 2023

**Bachelor of Information
Technology**, Major in
Interactive Media
Monash University

2019 > 2023

**Victorian Certificate of
Education**
McKinnon Secondary School
2012 > 2018

Summary

A motivated and compassionate **multidisciplinary designer**, with a love for learning new skills, and furthering existing ones. Offers both technical ability, creative and aesthetic skills, and great interpersonal skills and strong communication.

Currently demonstrating show of technologies and skills within 3D art, game design and audio design, with a focus on personal expression and creating a comfortable and inspiring space for students as a tertiary educator. Employing multimedia skills in research projects, acting as a creative lead and 3D modeller. Personal interest and skills in video editing, digital animation, illustration and graphic design.

Work Experience

Research Assistant, Monash University / June 2024 > Present

Many Narratives Website Project

A website based on a research project about Aboriginal history, stories, and related topology of the land during this ancient period. In this project, I acted as the creative lead and designer, to determine the style and overall direction of the project, as well as creating assets for the website. I created mockups of the website and rendered topology and imagery for content.

Software/Skills: Figma, HTML, CSS, Maya, Substance Painter, VUE

Bike VR Project

A simulated, immersive VR representation of suburban Australian neighbourhoods and streets. In this project I am responsible for asset creation of realistic 3D models, textures and decals to populate the scene. I also aid in the optimisation of my own and other assets to better streamline the scene for delivery and usage.

Software: Maya, Substance Painter, Blender, Unity

Assistant Lecturer, Monash University / Feb 2023 > Present

Demonstration and teaching of skills and techniques for tertiary education, as well as theoretical understanding of a range of units, within the Games and Immersive Media major. These units teach students techniques and theory within 3D art, game narrative and design, website design and mockups, audio editing and balancing, and use of microcontrollers and technology. Within these units I encourage creative and independent thinking, show of effort and prototyping, and engagement. I assess student work, providing thorough and actionable feedback, and aid in the development, refinement and creation of new content for units to help with student understanding, and streamlining of content.

I also help with the visibility of the unit by running workshops, hosting booths for events like PAX, and aiding in Open Day.

Throughout the years at Monash, I have remained in the highest band of teaching based on SETU results, and my team recently received a Teaching Excellence Award for consistently high feedback, and high student engagement and enjoyment of content.

Achievements

Teaching Excellence Award / 2025

My Games and Immersive Media team received a collective Teaching Excellence award for delivering a student-first, portfolio based and collaborative approach to teaching and to a classroom setting, along with consistently high SETU ratings by students.

Animation for Little Food Festival / 2023

For a university project, I made an informative animated video for kids about the history of pickles. My animation was selected and displayed at Federation Square for Little Food Festival in 2023.

Referees available on request

Sessional Teacher, Monash College / Feb 2024 > June 2025

Demonstration of content and frequent guidance for biweekly tertiary education. My responsibilities for Monash College were similar to Monash University, though I had the additional consideration of having more demanding and challenging students. This required constant conflict resolution and management skills, as well as the need to have challenging conversations, and be assertive while respectful.

Additional Experience

Retail/Optical Associate, Ray-Ban Chadstone / Nov 2019 > July 2024

Senior staff member, providing excellent customer service with in depth product and management knowledge. Optometry skills to best fit customer requirements and desires. Managerial tasks: quality control, stocktake, inventory management, and general organisation, maintaining and merchandising product. Frequent customer management and relations.

Volunteer, Compass Community Care Canteen / 2018 > 2019

Providing weekly meals, hospitality and a safe environment for those experiencing homelessness in Glen Eira Council. Involved in food handling, and meal preparation.