

## MEDIA RELEASE

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# Profile of a Twitch influencer turned voice artist

Nina Nikolic is an animation graduate from [SAE Creative Media Institute](#) Melbourne. In this interview, Nina shares her experience working at two of the biggest video game developers, [EA](#) and [Bandai Namco](#); explains her decision to stream under a secret pseudonym for two years on [Twitch](#); and how she found her calling as a [professional voice over artist](#).

Throughout her degree, Nina earned a work placement at gaming developer, [Firemint](#), as a customer service representative. Following EA's acquisition of Firemint, she was retained as a paid staff member.

"I got really lucky. I was working on The Real Racing, Need for Speed and The Sims franchises, which most people would kill for," Nina said.

"I was managing staff successfully, even though I wasn't officially recognised as a manager. Eventually, EA restructured its business and I found myself less engaged functioning in a different capacity," Nina said.

Following a time of self-reflection and "feeling lost", Nina packed her bags and travelled to San Jose, California to work on the Pac Man franchise at Bandai Namco. "It was like *Eat, Pray, Love* - I needed to get out into the world to work out who I was.

"It was a great experience, but at the same time it felt like this really weird dream. When I came back to Australia, I'd forgotten I'd even gone to the US!"

On Twitch, Nina holds a following of almost 20,000, but when she first started streaming in 2014, it wasn't all plain sailing.

"As I was a public facing professional at EA, I went under the pseudonym, [Kid Kerrigan](#), to hide my identity. I never publicly acknowledged my identity until I moved to California in 2016. I felt a responsibility to my community to be more open about why I was moving and what the plan was, so that was the reasoning behind it."

As Nina's following grew, she gained interest from sponsors including [Blizzard](#) and became one of the [most popular Blizzard streamers](#) on the platform in Australia. This led to Nina stumbling across her passion for voice acting. "Followers would message me saying 'you should do voice acting because you do these funny voices really well', which I'd never given a second thought about".

With her creative spark restored, Nina got in touch with experienced voiceover artist, Kevin Powell, who she'd met through [IGDA](#) networking events offered to SAE students. "Kevin gave me all these resources and has been very supportive of my voiceover career. I love working with him."

More recently Nina has received support from communities like the [Australian Voice Over Discord](#) and experienced voiceover artist, [Aimee Smith](#). "Their guidance has been instrumental in helping me find a 'home' in the voice acting community."

Since 2019, Nina has offered her vocal talents on a part-time basis to games and comedy space drama, [CICADA 3000](#). Now in her thirties, she's ready to reboot her career as a full-time voice over artist. "Being a voice artist certainly does take a lot more education, practice and work than just being able to do funny voices, but I'm in love with it."

***SAE is the place for creators and innovators; the leaders in creative media education across seven disciplines – animation, audio and music, creative industries, design, film, games, web and mobile. Find out more at [sae.edu.au](http://sae.edu.au)***

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**Imagery**



## About SAE

*SAE Creative Media Institute is the place for creatives and innovators.*

*Since 1976 we've been the leaders in creative media education across animation, audio and music, creative industries, design, film, games, web and mobile. Every year, we support more than 10,000 students globally to develop the skills and experience needed to carve successful careers. Students enjoy access to the latest technology and are taught by industry-experienced faculty, while putting their skills to the test in small class environments. Our graduates become part of a highly-respected global community of creatives that's been around for over 40 years.*

*We pride ourselves on being technically explorative, transformative and brave through our range of creative media programs, from short courses and professional training through to bachelor and postgraduate degrees. In Australia, our programs are delivered at campuses in Sydney, Brisbane, Byron Bay, Melbourne, Perth and Adelaide. SAE is a part of Navitas Pty Ltd. More information about SAE is available at [sae.edu.au](http://sae.edu.au).*

## About Navitas

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