

OBJECTIVE

To combine my production and software programming skills for a full-time position in the digital entertainment industry.

EDUCATION

Master of Entertainment Technology, expected 2006, Carnegie Mellon University, Pittsburgh, U.S.A.
Bachelor of Computer Science & Engineering, 2004, C.M.R. Institute of Technology, Bangalore, India.

EXPERIENCE***Interactive***

Programmer and Game Designer on the Experimental Gameplay project to rapidly prototype games, based on a unique theme every week using OpenGL/C++.

Programmer on 5 interdisciplinary teams to build immersive virtual worlds on desktop, head mounted display and collaborative game-interface platforms over 2 week periods using Disney's Panda3d engine. Managed assets to ensure virtual world development.

Level Design

Level Designer on Hazmat Hotzone - a networked simulation that uses video game technology to train first responders in emergency hazardous situations. Designed and integrated an environment for specific scenario generation using the Unreal editor. Procured motion capture data and used it for realistic civilian animations. Implemented particle effect systems for vapor and fog visualization.

MTV Online Business & Strategy

Worked as MTVN's first ever **Online Gaming Fellow** to develop games (programming & production) and facilitate game-engine integration. Also worked towards MTVN efforts in co-publishing the online poker game: "STACKED".

Academy of Television Arts & Sciences (Emmy's)

An honor to be selected from a national pool of applicants for the Academy Foundation's internship program, I got to work directly for Fox's action sports channel - Fuel TV and help in all aspects of Television production. Experienced first hand the functioning of Fox Interactive Media and other such entities of the entertainment media giant - News Corp.

Filmmaking

Worked on the following processes to create short films and a music video over a semester: direction, editing, cinematography, storyboarding and narration.

Internship at the Center for Artificial Intelligence and Robotics (CAIR), India. Spring 2004

Developed an indigenous library of natural language text processing algorithms (NLTPLib) as a framework for tokenizing, gazetteer look-ups, stemming and summarization.

Internship at the Institute of Bioinformatics (IOB), India. Spring 2003

Worked towards solving complex problems in Computational and Comparative Genomics. Designed a gene pattern finding module in python.

SKILLS***Programming***

Python, Panda3d, C/C++, Java, OpenGL, Visual Basic, php, HTML, SQL/MySQL, Perl/CGI, SGI STL, Boost Regex Library.

Content Creation

Unreal Editor, Dreamweaver MX, Photoshop, Premiere, Aftereffects, Audition Pagemaker, Flash MX, Avid, Illustrator, Swish, Maya, 3dsmax, Autocad, Visio.

RELEVANT COURSEWORK

Interactive Marketing Leveraging Technology, Building Virtual Worlds, Game Design, Marketing Management, Visual Story, Improvisational Acting.

SPORTS***Technical Director Varsity Women's Basketball Team, Carnegie Mellon University. 2004-2005***

Cover footage, analyze and provide feedback to enhance performance using the Landro digital play analyzer, Canon Elura 70, Pioneer S223 DV-R and the Magnavox media box

ESPN Broadcasting Pittsburgh Panthers Vs West Virginia Mountaineers, November 2004

On crew with live coverage of Big East Conference football game. Operations Production Assistant – camera and grip assistance.

Sports Event Management

Led a committee of 30 people to organize college and club level Tennis, Badminton and Table Tennis tournaments. Negotiated with sponsors, scheduled draws and refereed matches.