GRIVA PATEL

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA   **Aug 2016 - May 2018**
- Master of Entertainment Technology
  - WomenIn Scholarship recipient from AIAS Foundation

Georgia Institute of Technology, Atlanta, GA   **Aug 2010 - May 2014**
- Bachelor of Science in Computational Media

IT University of Copenhagen, Copenhagen, Denmark   **Aug 2012 - Dec 2012**

EXPERIENCE

PBS KIDS, Arlington, VA   **Jan 2018 - Present**
Experience Designer
- Designing engaging apps using Unity and C# that connect to toys for 4-8 year old kids
- Researching the mechanics of story-based games to understand what features work best with interactive games
- Developing co-op games for Alexa to encourage better communication and advance social skills
- Researching digital co-play games across platforms and consoles to recognize successful attributes

codeSpark, Pasadena, CA   **May 2017 - Aug 2017**
Game Design Intern
- Designed prototypes for a variables mini-game, enabling students to enhance the gameplay in the sandbox element of the app
- Designed intuitive tutorial levels integrated within the gameplay to familiarize them with a multiplayer snowball fight mini-game
- Implemented the designs with Unity and C#, and led playtesting sessions to test their effectiveness with the target audience

Digital Media Academy, Pittsburgh, PA   **March 2017 - May 2017**
Curriculum Designer
- Designed a wearable technology course curriculum for 6-17 year old girls for their summer camp
- Leveraged LilyPad Arduino and conductive threads to teach programming and circuits basics

Liaison Technologies, Alpharetta, GA   **June 2014 - June 2016**
User Interface Developer
- Developed a user interface for data management applications integrating patient information from different databases
- Designed prototypes (wireframes, screen mockups, etc.) for team and client demonstrations
- Participated in and led company-wide recruiting events, developing strong campus relationships with Georgia Tech

ACADEMIC PROJECTS

CuriouSer, Entertainment Technology Center   **Aug 2017 - Dec 2017**
Designer and Programmer
- Developed a Virtual Reality game to teach the importance of functions to middle and high school students
- Designed a teacher's guide and sample lesson plans targeted for students with interest in computer science
- Leveraged the rapidly upcoming and growing K-12 Computer Science Framework for better acceptance among schools

ArithMagic, Entertainment Technology Center   **Jan 2017 - May 2017**
Designer and Producer
- Gathered first hand playtesting data to understand special needs children cognition and information about their math grade
- Evaluated fundamental characteristics existing in current iPad games to analyze the mechanics best suited for our game
- Conducted weekly client meetings to establish and expectations and deliverables to meet the project goals
- Developed a game focusing on rapid practice of addition and subtraction exercises

SKILLS

Designing: Unity, Maya, Photoshop, Illustrator, InDesign, After Effects
Programming: C#, Python, Processing, JavaScript, AngularJS, HTML5, CSS3

LEADERSHIP

Entertainment Technology Center, Carnegie Mellon University   **Aug 2017 - Dec 2017**
Head Teaching Assistant for Building Virtual Worlds
- Managing 78 students with a co-head TA and a team of 11 TAs for the class taught by Jesse Schell and Dave Culyba
- Helping familiarize the incoming students with the technologies and platforms used in the Building Virtual Worlds class
- Providing feedback to students to support their learning and professional development in the entertainment industry