NAVYATA BAWA

Software Engineer

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SKILLS

Programming / Tools - C++, Java, C#, Python, Unity3D, Algorithms and Data Structures, Computer Graphics

Hardware platforms - Oculus Rift, Kinect, Leap Motion, HTC Vive, Arduino

LEADERSHIP

Student Volunteer, SIGGRPAPH 2016

Placement Head, Student Council of Manipal Institute of Technology

Creative Head, United Minds Network, Manipal institute of Technology

AWARDS

Organizational Best Practice Award
Toshiba

Certificate of Merit 1st position in Art
Manipal University

Certificate of Merit 1st position in Autonomous Robotics
Manipal University

Certificate of Merit 2nd position in Autonomous Ground Vehicle
IEEE, MIT

EDUCATION

CARNEGIE MELLON UNIVERSITY | Master of Entertainment Technology
Aug 2015 - May 2017 | Pittsburgh, PA

MANIPAL UNIVERSITY | Bachelor of Engineering, ECE
Aug 2009 - May 2013 | Karnataka, IN

PROJECTS AND EXPERIENCE

PROJECT MYSTIQUE (CARNEGIE MELLON ETC) | Lead Programmer
Jan 2017 - May 2017 | Redwood City, CA
Programming on Unity3D for an interactive virtual reality story-telling experience with Oculus.

SAMSUNG RESEARCH AMERICA | Engineering Intern
May 2016 - Dec 2016 | Mountain View, CA
Prototyped gesture detection techniques for interactive displays in smart homes using Unity3D, C#, C++ and Java on various hardware platforms.

PROJECT VUE (CARNEGIE MELLON ETC) | Programmer
Jan 2016 - May 2016 | Pittsburgh, PA
Programmed on Unity3D for an Android game with Verizon that makes mobile game broadcasting more interactive on Twitch.
Link: https://www.etc.cmu.edu/projects/vue/

BUILDING VIRTUAL WORLDS (CARNEGIE MELLON ETC) | Programmer
Aug 2015 - Dec 2015 | Pittsburgh, PA
Programmed in Unity 3D on various hardware platforms implementing projects through prototyping, development in collaboration with artists and sound designers.

TOSHIBA SOFTWARE INDIA PVT. LTD | Software Engineer
Aug 2013 - Jul 2015 | Karnataka, IN
Worked on bug-fixing for C ++compilers and investigated and solved system failures for Solid State Devices.

HOCHSCHULE ZITTAU | Research Intern
Jan 2013 - May 2013 | Germany, EU
Designed a virtual simulation of thermal power plants aimed at increasing their efficiency in a research project sponsored by the German Academic Exchange Service (DAAD).