# SAYLEE BHIDE

***3D Generalist***

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## Education

**MASTER OF ENTERTAINMENT TECHNOLOGY**
*Carnegie Mellon University - Entertainment Technology Center, Pittsburgh, PA, USA*
*Graduating in May 2021*

**MS IN COMPUTER SCIENCE**
*Rochester Institute of Technology (RIT), Rochester, NY, USA*
*Graduated in May 2019 | GPA: 3.69/4.0*
*Masters Thesis: "Experimental Analysis of Spatial Sound for Storytelling in Virtual Reality"*

**B TECH IN COMPUTER SCIENCE**
*Jawaharlal Nehru Technological University, India*
*Graduated in May 2016 | GPA: 3.6/4.0*

## Coursework

*Visual Storytelling*
*Algorithms and Data Structures*
*Computational Problem Solving*
*Advanced Object Oriented Programming Concepts*
*Foundations of Computer Graphics*
*Computer Animation: Algorithms and Techniques*
*Computational Geometry*
*Global Illumination*
*Advanced Computer Vision*
*Design and Analysis of Algorithms*
*Data Structures through C++*

## Skills

***ART***
***3D Art Pipeline:*** *Maya (Modeling, Rigging, Texturing, Animation), Blender (Modeling), Substance Painter, ZBrush*
***2D Digital Art:*** *Procreate, Sketchbook Pro*

***DESIGN***
*Photoshop, Illustrator, After Effects, Sketch*

***PROGRAMMING***
***Languages:*** *Java, C++, Python, C#, HTML, CSS*
***Libraries:*** *OpenGL, OpenCV, Vuforia SDK*
***Game Engines:*** *Unity3D, Unreal Engine 4*
***Mixed Reality:*** *HTC Vive, Microsoft HoloLens, Faceware LIVE, Microsoft Kinect, Magic Leap*
***Version Control:*** *Perforce*

## Work Experience

**RESEARCH ASSISTANT**
*MAGIC, RIT, Rochester, NY | January 2018 - May 2019*

**Virtual Karaoke**
Developed virtual karaoke with real-time facial motion capture using Unity3D and Faceware LIVE. Project was exhibited at the Rochester Fringe Festival 2018.

**Unabridged Emotions: Facial Avatars for Live Performance**
Reworked 3D facial models for live dance performance. Project was exhibited at the Frameless Symposium 2018.

## Projects

**3D ARTIST, BUILDING VIRTUAL WORLDS**
*Entertainment Technology Center, Pittsburgh, PA | August 2019 - Present*
Modeled, Rigged, Textured and Animated 3D and 2D Assets in Maya and Adobe Suite for two-week VR/AR Experiences using HTC Vive, Magic Leap and Kinect.

**EXPERIMENTAL ANALYSIS OF SPATIAL SOUND FOR STORYTELLING IN VR**
*Programmer | RIT, Rochester, NY | May 2019*
Analyzed the importance and storytelling potential of spatial sound in a virtual game environment. Reconfigured game model using Vive and UE4.

**FACIAL MODELS FOR REAL-TIME FACIAL MOTION CAPTURE**
*Programmer, 3D Modeling Artist | RIT, Rochester, NY | May 2018*
As a part of Independent Study, reworked blend shapes of face models in Maya for using with the facial motion capture system Faceware LIVE; Set up other Maya models in Unity3D. Exhibited at ImagineRIT 2018.

**A STORY IN UNITY – "THE FALL"**
*Programmer, Artist, Animator | RIT, Rochester, NY | December 2017*
Produced an animated feature "The Fall" using Unity3D. Created terrains, 3D assets, texturing, camera animation, visual effects and C# scripting.

**EUCLIDEAN SHORTEST PATH PROBLEM**
*Programmer, Designer | RIT, Rochester, NY | December 2017*
Implemented a solution in Java to solve the Euclidean Shortest Path Problem. Used JAVA Swing to design the User Interface.

**STILLLIFE WITH GL**
*Programmer | RIT, Rochester, NY | April 2017*
Implemented 2D graphics pipeline using OpenGL and C++ to render a still life scene.

## Publications

1. Bhide, Saylee; Goins, Elizabeth; and Geigel, Joe (2019) "Experimental Analysis of Spatial Sound for Storytelling in Virtual Reality," Frameless: Vol. 1 : Iss. 1 , Article 20.
2. Bhide, S., Goins, E., & Geigel, J. (2019, November). Experimental Analysis of Spatial Sound for Storytelling in Virtual Reality. In International Conference on Interactive Digital Storytelling (pp. 3-7). Springer, Cham.