

## Technical Artist

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### Education:

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh PA

Master of Entertainment Technology

May '15  
(Anticipated)

Mumbai University, Dwarkadas J. Sanghvi College of Engineering, Mumbai, India

Bachelor of Information Technology

May '13

### Skills:

Languages: C++, Python

Applications: Maya 3D, Adobe Photoshop, Indesign, Microsoft Visual Studio

Knowledge About: OpenGL, Blender, MudBox, Unity3D

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### Academic Project-Based Experience:

Wearable Augmented Reality, Entertainment Technology Center, Carnegie Mellon University

Jan '15 - May '15

Role: **Producer**

- Scheduling, handling daily scrum
- Managing team meetings, documentations, weekly newsletter and logistics

Highmark Caring Place, Entertainment Technology Center, Carnegie Mellon University

Aug '14 - Dec '14

Role: **Co-Producer, Rigger, Animator**

- Rigged and animated environment objects.
- Used Maya 3D for rigging and Unity 3D to set up the animations.

Around the world Biomes, Entertainment Technology Center, Carnegie Mellon University

Jan '14 - May '14

Role: **Rigger, Animator**

- Rigged and animated sea creatures.
- Animated using Maya 3D.

Computer Graphics, School of Computer Science, Carnegie Mellon University

Jan '14 - May '14

Role: **Computer Graphics Programmer**

- Learned fundamental graphic concepts like ray tracing, loop subdivision and physics engine
- Programming Languages used were C++ and OpenGL

Building Virtual Worlds, Entertainment Technology Center, Carnegie Mellon University

Aug '13 - Dec '13

Role: **Artist**

- Used rapid prototyping and team work to create 5 virtual worlds in 15 weeks
  - Used Photoshop, Indesign and Maya 3D to create different textures, objects/models.
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### Courses:

Computer Graphics, Carnegie Mellon University : Applied Graphics Theory to 3D realtime Rendering

Jan '14

ETC Project Course, Carnegie Mellon University : 5 month project with rapid prototyping

Jan '15, Aug '14, Jan '14

### Publication:

#### Interactive Circuits Using Augmented Reality

- Rikin Desai, Roma Dave, Ronak Mehta, Abhijit Joshi, Sherrin Benjamin. (July 2013).
- International Journal of Scientific and Engineering Research. Volume 4, Issue 7.
- Retrieved from <http://www.ijser.org/onlineResearchPaperViewer.aspx?InteractiveUsing-eality.pdf>

### Extra-Curricular:

- Student Volunter in Siggraph, 2014 (Vancouver).

Aug '14

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