

# VASANT MENON

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## OBJECTIVE

To obtain an internship as a Technical Designer for the summer of 2018

## PROJECTS

**BUILDING VIRTUAL WORLDS, ETC, CMU** August 2017 -Present  
Designer/Programmer/Producer

- Created level, system and narrative designs for team to create worlds.
- Worked in five separate teams of 5, designing unique games and virtual experiences every 2 weeks, on new platforms like HTC Vive, HoloLens, Fove, Oculus using Unity3D
- Improved soft skills such as communication, leadership, teamwork and rapid-prototyping skills because of working with multidisciplinary teams.

**UNDERGRADUATE PROJECT, MSRIT, India** Aug 2015 – May 2016  
Designer/Programmer

- Built final year project titled “Functional Muscular Stimulator Through Gesture Recognition for Plegic Patients” in association with the MSR Medical College.
- Designed circuitry for the sensors and programmed Arduino and Bluetooth chips to communicate with each other.
- Voted as the Best Project for the academic year by the MSRIT Alumni Association

## EXPERIENCE

**FIDELITY INVESTMENTS, Chennai, India** August 2016 –Jul 2017  
Quality Assurance Trainee

Worked on three projects in both solo and team assignments, including functional testing, performance testing and built test tool automation scripts in C++ and Java

**BHARAT ELECTRONICS LIMITED, Bangalore, India** Jun 2015 –Aug 2015  
Intern

Used a Programmable System-on-Chip controller (Cypress Semiconductors) to tune and program a capacitor sensor to convert digital output to analogous output

## EDUCATION

**Master of Entertainment Technology, Carnegie Mellon University, Pittsburgh, PA**  
Expected May 2019

**Bachelor of Electronics and Instrumentation, MS Ramaiah Institute of Technology, Bangalore, India**  
Graduated Jun 2016

## SKILLS

### Tools:

Unity3D • MS Office • Eclipse • Visual Studio • Oracle • Perforce • Premiere • MATLAB • GameMaker

### Languages:

C++ • C# • Java • Assembly • HTML/XML/JavaScript

### VR/AR:

HTC Vive • Microsoft HoloLens • Oculus • Fove • Apple ARKit

## COURSEWORK

Building Virtual Worlds  
Visual Story  
Improvisational Acting  
Object-Oriented Programming  
Data Structures  
Artificial Neural Networks & Fuzzy Logic  
Robotics