

# YUKTI GUPTA

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Pittsburgh, PA

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## EDUCATION

**Master of Entertainment Technology** from Carnegie Mellon University, Expected 2023

**Bachelor of Technology (Metallurgical and Materials Engineering)** from National Institute of Technology (NIT), Surathkal, Karnataka, Jun 2020

## TECHNICAL SKILLS

- Clip Studio Paint EX
  - Concept art
  - Illustration
- Maya 2022
  - Organic and hard surface 3D modelling
  - Animation done using BlendShapes, graph editor, and nCloth functions
  - Rigging
- Zbrush - digital sculpting
- Krita

## ACADEMIC PROJECT

**Building Virtual Worlds, Class - Entertainment Technology Centre (ETC), Carnegie Mellon University**

Rapid prototyping class for game development pipeline

Goal: build a virtual reality/augmented reality game in 2 weeks, team size: 5

- Game name: CAT-astrophe
  - Platform: Oculus Quest 2
  - Roles:
    - Environment artist - designed setting of the game to mimic the inside of a retro 50s style kitchen, inspired by Hanna Barbera and Metro Goldwyn Mayer cartoons
    - Hard surface 3D modeller
    - Character designer - concept art and UV textures for the 3D model of the rabbit non-player character, inspired by Sonic the Hedgehog and Looney Tunes characters
    - 2D comic strip artist (exposition scene and closing scene)
- Game name: Hatbusters (selected to be showcased at the ETC Fall Festival 2021)
  - Platform: Vive tracker and 3DRudders
  - Roles:
    - Character artist - conceptualised and 3D modelled the ghost character
    - Concept artist for themed room design at ETC Fall Festival
    - Cover art - created title screen and instructions landing page

## WORK EXPERIENCE

**Business Analyst, i3 Consulting, NOIDA (Jul - Nov 2020)**

- Worked as outsource consultant for First Abu Dhabi Bank
- Acted in a client facing role in order to understand client expectations and combine them with our expertise to devise a solution
- Collaborated with remote team based out of Dubai and managed lead list generation for multiple projects simultaneously for contact centre segmentation and customer lifetime value
- Utilised production pipeline from scoping to final deliverable and housekeeping of completed projects

## INTERNSHIPS

**Intern, 3M, Gurgaon (May - Jul 2019)**

- Learnt about customer retention and product cross-sell strategies
- Interviewed different stakeholders (managers and franchise store owners) and interpreted responses in order to devise solutions
- Handled customers and interpreted their feedback and grievances in order to recommend a retention strategy for the company

## CERTIFICATIONS

- Mastering 3D Modelling with Blender for Beginners - Danan Thilakanathan on Udemy (Sept 2020)
- Character Art School: Complete colouring and painting course - Scott Harris on Udemy (July 2020)
- Krita: Basic to Advanced Digital Painting - Widhi Muttaqien on Udemy (April 2020)
- Maya for Beginners: Complete Guide to 3D Animation in Maya (ongoing)

## INTERESTS AND INVOLVEMENTS

- Media Arts and Creative Design (MACD), at NITK ((2017-2020)

Coordinated between specialists in different disciplines (media, content development, photography, and design) and spearheaded them towards a common goal on various projects (publicity videos, website development)