SAYLEE BHIDE

CG Artist

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www.sayleebhide.com

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

Introduction to 3D Animation Pipeline
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

- Development of 3D Face Models, User Interface and framework for real time facial mo-cap using Maya, Unity and Faceware LIVE for **Virtual Karaoke** system and **Unabridged Emotions: Facial Avatars for Live Performance**. Exhibited at Rochester Fringe Festival and Frameless Symposium 2018.

2D-3D ART TEACHING ASSISTANT

NHSGA, CMU, Pittsburgh, PA | June 2020 - August 2020

- Teaching and mentoring students in principles of 2D and 3D Art pipeline.

Projects

INTRODUCTION TO 3D ANIMATION PIPELINE

3D Artist | CMU - ETC , Pittsburgh, PA | January 2020 - Present
Modeling, Texturing, Rigging and Animating a superhero human figure using Maya, ZBrush and Substance Painter.

THEATRE.EXE

Programmer, 2D-3D Artist | CMU - ETC , Pittsburgh, PA | January 2020 - Present
Analyzing how technology can be used to make live theater a meaningful interactive experience. Designed Logo, Poster and Half Sheets for the project.

2D-3D ARTIST, BUILDING VIRTUAL WORLDS

Entertainment Technology Center, Pittsburgh, PA | December 2019
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 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.

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.