

# Ayushman Johri (Environment Artist)

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## EDUCATION

### Master of Entertainment Technology

May 2021

Carnegie Mellon University, Pittsburgh. Entertainment Technology Center (ETC)

Relevant Coursework: Building Virtual Worlds, Visual Story

### Bachelor of Technology in Information Technology

July 2019

JSS Academy of Technical Education, APJ Abdul Kalam Technical University, Noida, India

## ACADEMIC/PERSONAL PROJECTS

### Building Virtual Worlds, ETC, Artist, Game Designer, Producer

Fall 2019

- Designed original games and virtual experiences, each fulfilling different objectives, in teams of 4 or 5 within 1-2 weeks
- Created 3D assets for characters and rich environments for non-traditional platforms such as HTC Vive, Oculus Rift, Magic Leap and 3D-Rudder.

### Augmented Reality-based Architecture and Furniture Solutions, Android-based application

September 2018 – July 2019

- Designed an application that allows users to place to-scale 3D furniture and architectural models in an AR environment
- Created realistic 3D assets for various furniture, décor items and 3D architectural models used in the application.

### Psyfrost Entertainment

March 2018-Present

- Co-founder of Psyfrost Entertainment (a video game development and 3D Art creation start-up)

### Phantom Rush, 2D infinite side-scroller game for Android platform, Artist, Game Designer

August 2018 – October 2018

- Created 2D art assets for the environment, character and the UI for the game
- Implemented level-design and scoring system

### La Masion Moderne, Unity based 3D virtual tour, Artist, Game Designer

July 2018 – October 2018

- Created 3D European style apartment in Unity engine with realistic baked textures
- Designed various rooms and respective article assets for the apartment with appropriate UV mapping in Blender

### Forgotten Time, Unreal based technical demo, Artist

September 2018 – November 2018

- Created various detailed 3D assets with optimised poly count for a forest
- Developed rain particle systems and fog systems to create a dynamic environment

### Recipe Revilio, intelligent recipe search and recommendation system

March 2018 – April 2018

- Fabricated an Information Retrieval and Management Assignment project to create an intelligent system that provided the user a platform to search for recipes according to ingredients used and gives a recommendation based on user ratings and profile

## PUBLICATIONS

- Presented a technical paper on 'Smart Mirror: An Affordable Time-Saving Assistant at ICCCA IEEE Conference in 2018, published in IEEE Xplore in July, 2019.

## INDUSTRIAL TRAINING/ INTERNSHIP

### National Informatics Centre, Ministry of Electronics and Information Technology, Gov of India

June 2017 – August 2017

- Developed a mobile application for eSanad, a centralized platform for contactless, faceless, cashless and paperless document verification service for Indian citizens and foreigners who have obtained documents from document issuing authorities (DIAs) in India.

### Junior Web Officer, WSIS Forum 2018, ITU, UN, Geneva, Switzerland

January 2018 – July 2018

- Developed web-based applications and the WSIS Stocktaking platform and WSIS Stocktaking database
- Created repositories and ADO Model for the database, handled content management and front-end web development, developed interactive geographical heat-map, etc.

## TECHNICAL SKILL AND CERTIFICATION

- Maya, Blender, Unity, Unreal, Substance Designer, Substance Painter
- C, C++, Java, MySQL, JavaScript, Android Studio, Microsoft Office Suite
- Adobe Suite (Adobe Photoshop, Adobe After Effects CC, Adobe Premiere Pro)

## ACCOMPLISHMENTS

- Completed C Programming certification course by NPTEL (Powered by Google) in 2017; stood in the top 5% of the certified candidates in India with a score of 84%
- Certification course in Design Analysis of Algorithms by NPTEL (Powered by Google) in 2017