VEDANTIKA CHAUDHARY

Pittsburgh, PA, USA | vedantika.chaudhary98@gmail.com | [LinkedIn](#) | [Github](#) | [Personal Website](#)

EDUCATION

MASTERS IN ENTERTAINMENT TECHNOLOGY **August 2023 - May 2025**
Carnegie Mellon University, Entertainment Technology Center | Pittsburgh, PA, USA

BACHELOR OF SCIENCE: COMPUTER SCIENCE, CERTIFICATE IN DIGITAL STUDIES **September 2016 - May 2020**
University of Wisconsin - Madison | Madison, WI, USA
- Dean's List Fall 2016 and Spring 2017

EXPERIENCE

Associate Product Manager **February 2022 - September 2022**
KRIKEY, INC | San Francisco, CA
- Facilitated team meetings and tracked action items and notes for the design, QA, mobile and unity game development teams in a fast paced gaming start-up.
- Led team activities, standups, and retrospectives.
- Managed 5 key product features throughout their agile development cycles.
- Created technical documentation for rigging, modeling, animation in Maya, and for asset implementation in Unity. Maintained extensive documentation in-depth gameplay flows utilizing Figma and JIRA.
- Organized asset inventory spreadsheets, archives and 3D asset delivery & optimization from Maya to Unity.
- Prepared quantitative data analysis reports to help executives make data driven product strategy decisions .
- Conducted user testing, competition and market trends research for qualitative data to complete 5 competitive analysis reports bringing together data and user feedback for product strategy.
- Led the JIRA board to manage and organize sprint cycle and product roadmap for 3D animated AR/VR projects.
- Received an employee of the month award, also known as *Krikey Award*.

Technical Client Support Analyst **January 2021 - February 2022**
CUMBERLAND CONSULTING GROUP, LLC | Madison, WI
- Provided B2B technical support and Training to healthcare clients for SaaS products.
- Managed and acted as frontline point of contact for Urgent/P0 technical issues.

Contract Junior Web Developer **September 2020 - November 2020**
PIXELS360 | Remote
- Coded web pages and debugged client websites using HTML, CSS, JavaScript and jQuery languages.

TECHNICAL PROJECTS

- **Building Virtual Worlds -** Created multiple interactive projects as part of team as Producer and Sound Designer in a rapid prototyping course at Carnegie Mellon University ETC
- **Project Theia** - Developed a facial recognition secure auto-login app targeted for public desktops using OpenCV and Python in 36 hours. Link : https://github.com/vchaudhary3/Project_Theia

SKILLS

- **Coding Languages:** Java, HTML, CSS Python **Software:** Android Studio, Git, Asana, JIRA, G Suite, Drupal, ExpressionEngine, Google Search Console, Mixpanel, Epic, Figma, Canva, Google Suite
- **Areas of Interest:** UI/UX Design, Object Oriented Programming, Accessibility UI, User research, Film and Digital Media production, Customer Support, Communication, HCI