

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 Aug 2017 -Dec 2017

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.

ALICE'S ADVENTURE, ETC, CMU Jan 2018 -Present

Designer/Producer

- In a team of 6, designing an adventure game engine for Alice which enables high school children to create their own adventure game and learn Computer Science fundamentals in the process.

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 • JIRA

Languages:

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

VR/AR:

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

COURSEWORK

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