

TANVI GANU

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EDUCATION

Carnegie Mellon University - Entertainment Technology Centre

Master of Entertainment Technology

Coursework - Advanced Pipeline for Film and Game Art, Technical Character Animation

Teaching Assistant - Fundamentals of ETC

Pittsburgh, PA

Aug 2021 – May 2023
(expected)

Birla Institute of Technology and Science, Pilani - K.K. Birla Goa Campus

Bachelor of Engineering in Electrical and Electronics Engineering (I Division)

Projects - An analysis of the performance and stability of Haptic devices

Leadership - Captain of the Women's Basketball team

Goa, India

Aug 2017 – May 2021

RELEVANT EXPERIENCE

General Technical Director Intern (*Walt Disney Animation Studios*)

Burbank, CA

May 2022 – July 2022

- Developed a tool that integrated the USD tool set using Python and PyQT
- Worked on automating the process of hero crowd casting in the pipeline
- Collaborated and iterated on the tool with a team of stakeholders from different departments

Project Assistant (*CMU Wick editor exploratory Project*)

Pittsburgh, PA

March 2022 - May 2022

- Explored Wick Editor tools and create worlds to highlight the tools of the software
- Documented the process and tools via blog posts and community forums

Technical Artist (*Semester-long project - Project Amazon*)

Pittsburgh, PA

Jan 2022–May 2022

- Built a tool in Houdini to procedurally generate 3D models efficiently
- Created node-based shaders, particle effects and VFX graphs in Unity for HTC Vive

Technical Artist - Tool development (*Hex shield - Personal Project*)

Pune, India

Dec 2020

- Developed tools in Maya using Python to create a dynamic, value-driven animation
- Worked with run-time user input for constraints and creating custom attributes for the animation

Technical Research Intern (*Central Electronics Engineering Research Institute*)

Pilani, India

July 2020 – Dec 2020

- Built a wind-load effect monitoring system for civil structures, viewable in Augmented Reality
- Conducted novel research in the usage of physics engines of Unity and Blender software

AR Development Intern (*Highavenue Creative Labs Pvt. Ltd.*)

Chennai, India

July 2020–Sept 2020

- Developed a tool in Unity to assist the art team in uploading assets onto Firebase (back-end database) in a specific category and structure
- Collaborated with the Lead Software engineer on 3D animations on user-interface based AR features

RELEVANT SKILLS

Languages	C#, Python, C, MEL, C++, HTML, JavaScript, Visual Basic
Platforms	Unity with Vuforia /ARFoundation, Visual Studio Code with Unity Debugger, Android Studio, Autodesk
Software	Maya, PyQT, Blender3D, Auto-CAD, Adobe Illustrator, Shotgun
Mixed Reality	Oculus Quest 2, Microsoft HoloLens 2, Tobii Eyetracker
Version Control	Perforce, Github
Certifications	Virtual Reality Specialization by University of London and Goldsmiths (2019)

EXTRACURRICULAR ACTIVITIES

- Cartoonist at Commondove organization 2019-2020
- Captain, member and acting coach of the BITS Women's basketball team 2017- 2021
- Volunteered to teach Math, Science and English to children from 2nd to 7th grade at an orphanage 2017-2019
- Volunteered for a one-on-one teaching program to teach Physics to a 12th grade student 2017