

TANVI GANU

+1(412)-954-8603 | tganu@andrew.cmu.edu | www.linkedin.com/in/tanviganu | tanviganu.com | Pittsburgh, PA

EDUCATION

Carnegie Mellon University - Entertainment Technology Centre

Master of Entertainment Technology

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)

Goa, India
Aug 2017 - May 2021

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

Leadership - Captain of the Women's Basketball team

RELEVANT EXPERIENCE

Technical Artist and Programmer (*Building Virtual Worlds - CMU-ETC*)

Pittsburgh, PA
Aug 2021 - Dec 2021

- Designed and programmed for five different AR and VR worlds over a period of ten weeks
- Worked with Shader graphs, particle effects and VFX graphs in Unity
- Developed for Oculus Quest 2 and Microsoft HoloLens platforms using Unity

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

Chennai, India
July 2020 - Sept 2020

- Created a user interface on Unity to directly upload 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

VR/AR Development Intern (*Sattvarise Technologies*)

Pune, India
May 2020 - July 2020

- Led the conceptualization of a novel Augmented Reality mobile application for children
- Assisted the technical team in the back-end research in ARFoundation

Cartoonist (*Commondove*)

- Created a series of original comics based on social issues advocated by the organization
- Comics were published on social media handles with a reach of over 10,000

Goa, India
Sept 2019 - Jan 2019

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
Software	Autodesk Maya, Blender3D, Auto-CAD, Adobe Illustrator
Mixed Reality	Oculus Quest 2, Microsoft HoloLens, Tobii Eyetracker
Version Control	Perforce, Github
Certifications	Virtual Reality Specialization by University of London and Goldsmiths (2019)

PROJECTS

Hex-Shield (Tool development in Autodesk Maya)

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