Vivek Sangubhotla

(973)462-7138
viveksangubh@gmail.com
viveksan.com

EDUCATION

Carnegie Mellon University *Entertainment Technology Center*
Pittsburgh, PA | May 2016
- Master of Entertainment Technology

Georgia Institute of Technology
Atlanta, GA | May 2012
- Bachelors of Science in Computational Media

EXPERIENCE

Carnegie Mellon University *Entertainment Technology Center* (Pittsburgh, PA)
Game Design TA | **Jan 2016 - Present**
- Responsibilities include critiquing and grading game design assignments and consulted regularly with students
- Answers directly to Professor Jesse Schell.

Walt Disney Imagineering (Glendale, CA)
Creative Technology Internship | *May - August 2015*
- Developed internal tools for pre-visualization of attractions
- Assisted mock-up and prototyping through hardware and software development

ScrollMotion (Manhattan, NYC, NY)
Software Engineer | *2012-2014*
- A technology startup focused on making enterprise solutions on tablet devices
- Worked on different facets of software architecture and development including the server, web client and APIs for the client devices

ACADEMIC PROJECTS

Energy Lab (CMU-ETC)
Game Designer | *Aug - Dec 2015*
- Worked in a team of 5 to transform a typical classroom into an interactive learning environment
- Designed and developed the physics simulation, content for the secondary audience, terrains for turbine deployment and the networked competitive gameplay system

Rain4ests (CMU-ETC)
Producer | *Jan - May 2015*
- Focused on teaching 1st to 3rd graders about the rainforest biome
- Fostered the collective creative vision of the team of 7, ensured its implementation and scheduled, setup and ran 6 playtests

Tangible Media Project : Ani-mapping (Georgia Tech)
Experience Designer/Programmer | *Jan - May 2012*
- Created an embodied fish puppet to control a virtual bird in a team of 4
- Programmed the control systems for the projected bird visualization
- Mapped human and animal ergonomics to design the embodied puppet mechanics
- Exhibited at Stubbins Gallery in Georgia Tech

Asymmetric AR Game (Georgia Tech)
Designer | *May 2012*
- Designed and prototyped an Augmented Reality tower defense game for the ARGON browser on iOS devices with a web component
- Created and maintained design documentation for a 3 man team

programming skills
Java
Python
C#

digital skills
Unity
Autodesk Maya
Photoshop
Illustrator
Unreal 4
Articy: Draft

relevant coursework
Game Design
Expanded Theater Studio
Visual Story
RPG Writing
Improvisational Acting
Experimental Digital Media
Mixed Reality Design

production skills
Perforce
Github
SCRUM
Agile Development Process
JIRA

activities
Vice-President
Anime-o-Tekku
(Georgia Tech Anime club)

Volunteer
Momo-con
Atlanta Anime/Gaming
Convention