

Raisa Chowdhury

Experience Designer

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Education

- May 2019* **Carnegie Mellon University**
Masters of Entertainment Technology
- May 2017* Bachelor of Science in Mechanical Engineering
Minors in Psychology and Media Design

Relevant Experience

- Jan. 2018 - May 2018* **Give Kids the World Animatronics Project**
Experience Designer
- Designed guest experience and creative content for animatronic puppet show at Give Kids the World village.
 - Developed and built light-up scepter prop for animatronic.
 - Created models and props of the village and animatronic.
 - Created guest and character personas as basis for story content.
- Sep. 2017 - Dec. 2017* **Building Virtual Worlds (BVW) Artist and Producer**
Entertainment Technology Center Course
- Developed fully imagined, completed virtual worlds and games in 2 to 3 week rounds in five person groups.
 - Designed and iterated on environments for overall experience.
 - Created artist models, textures, and rigs for 3D characters and props using Maya.
 - Built full-scale, working props and games for certain rounds.
- Apr. 2016 - May 2017* **Alpha Chi Omega**
Booth Experience Designer
- Designed overall theme and layout of a two-story immersive booth for CMU's Spring Carnival.
 - Took a concept from blue sky, to research, to storyboarding, and finally implementation of the design.
 - Produced, created and crafted immersive designs using a limited budget of \$1000.
 - Led group of over sixty sorority sisters in fabricating and executing a "Hanging Gardens of Babylon" design.
- May 2016 - Aug. 2016* **Universal Orlando Summer Internship**
Universal Creative Engineering
- Researched and tested various new technologies for implementation in future rides and attractions.
 - Created multiple reports of findings to be used by other employees in implementing new technologies.
 - Conducted hand-calculated and computer-simulated structural analysis of models for future attractions.
 - Assisted in safety testing and structural analysis of current rides and attractions.

Relevant Courses

Experience Design
Building Virtual Worlds
Engineering Design II
Information Design
Themed Entertainment Design Studio
DIY Design & Fabrication
Crosscultural Psychology
Theme Park Design
Machine Shop
Principles of Computing
Cognitive Psychology
Personality
Intro to Media Synthesis
Interpretation & Argument

Skills

Computer

Maya
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
SolidWorks
MATLAB
MS Office
VICON Motion Capture
Pepakura
Python 3
Lua

Spoken Languages

Fluent in English and Bangla
Conversant in Spanish

Activities

Sigma Nu buggy driver
2015 - 2017 competitions
"Mermaidology" student teacher
2014 - 2015 course
Girl Scouts
2004 - 2013

US Citizen