

# Angshuman Mazumdar




I believe in a simple concept: if it's a piece of engineering, it is also a work of art. Also, an ardent follower of interactive media, especially video games, because they provide a great platform for experiences to flourish, unlike any other media.

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 <https://binaryvectorjr.github.io/portfolio>

## EDUCATION

### Master of Science (Computer Graphics Technology)

*Purdue University, West Lafayette (Indiana)*  
August 2019 – Expected May 2021 (GPA – 3.96)

### Capstone Project

*Rochester Institute of Technology, Rochester (New York)*  
January 2019 – May 2019

### Bachelor of Technology (Electronics and Communication)

*Vellore Institute of Technology, Vellore*  
2015 – 2019 (CGPA - 8.69)

### High School and Senior School

*Don Bosco Senior Secondary School, Guwahati*  
2003 – 2015 (93.4%)

## WORK EXPERIENCE

### Trainee

*Bharti Airtel*  
05/2018 – 06/2018  
Chandigarh, India  
Achievements/Tasks

- Automated data collection and organization process for SACFA Applicants (using Visual Basic for Applications) which reduced the time for data organization significantly.

### Graphic Designer

*MOX - Movement of Expression*  
02/2018 – 08/2019  
Shillong, India  
Achievements/Tasks

- Designed the logos for the event "Street Sangam"
- Involved in their design process for various events

### Assistant Editor

*The Power of Connection (Documentary)*  
05/2020 – Present  
West Lafayette (IN, USA)

## ACHIEVEMENTS

### Design Head (BEAM-VIT) (06/2016 – 05/2017)

BEAM-VIT was a club of VIT University. Also held the position of Design Co-Chair for BIDSF 2017. BIDSF is an annual event organized by the Biotech Division of VIT with the help of various clubs. Responsibilities included creating the theme, logo, posters and oversee various other design related issues for the event.

### Design Advisor for Team Vimaanas (01/2017 – 06/2018)

Team Vimaanas is the official Micro-Class RC Aviation team of VIT. Responsibilities included helping them out with their design team by organizing their workflow, as well as teaching the members about graphic design, and redesigning their brochure.

## SOFTWARE FAMILIARITY

Adobe Photoshop  
Adobe Illustrator  
Adobe Premiere Pro  
Adobe After Effects  
Unreal Engine 4  
Unity3D  
World Machine  
Autodesk Maya  
Autodesk 3DS Max  
Blender  
Trimble SketchUp  
Houdini  
C++  
HTML and CSS  
Microsoft Office Suite (PowerPoint, Word, Excel)

## MAJOR PROJECTS

### Parkinson's Disease Assist Device using Machine Learning and Internet of Things (07/2017 – 04/2018)

- The main purpose of the project was to construct a prototype of a spoon which senses the hand motion of an individual suffering from Parkinson's disease.
- It gives a counter motion to the trembling actions of a patient's hand, in order that they don't spill their food.

### Autonomous Robotic Manipulator (01/2019 – 04/2019)

- The goal was to develop the driver that will control a robotic arm manipulation of the larger project
- Final objective was to mount the arm to the top of an autonomous base, that could enable users to control it using Virtual Reality Techniques
- Application in the Elder Care Industry

### Embodiment for the Difference: A VR Experience of Bipolar Disorder (08/2019 – 12/2019)

- The objective was to develop a simulation in virtual reality to provide an experience of the effects of Bipolar Disorder so as to make people aware of a few of the challenges a person suffering from bipolar disorder would have to face in their lives
- Platform used for delivering experience was Oculus Quest

## LANGUAGES

Assamese	Native Language
English	Full Working Proficiency
Hindi	Bilingual Proficiency
French	Novice