

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.

 angshuman.mazumdar@gmail.com

 West Lafayette, Indiana

 <https://binaryvectorir.github.io/>

 (585)-406-9165

 <https://www.linkedin.com/in/angshuman-mazumdar-a0b75a130/>

 <https://binaryvectorir.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

Graduate Teaching Assistant

Purdue University
08/2020 – Present
West Lafayette (IN, USA)

- Responsible for assisting students with learning NX 12.0, for the course "Graphical Communication and Spatial Analysis"

Assistant Editor

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

Graphic Designer

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

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

Trainee

Bharti Airtel
05/2018 – 06/2018
Chandigarh, India

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

ACHIEVEMENTS

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

Team Vimaanas is the official Micro-Class RC Aviation team of VIT.

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.

SOFTWARE FAMILIARITY

Adobe Photoshop
Adobe Illustrator
Adobe Premiere Pro
Adobe After Effects
Unreal Engine 4
Unity3D
World Machine
Houdini
Autodesk Maya
Autodesk 3DS Max
Blender
Trimble SketchUp
NX 12.0
C++
HTML and CSS
Microsoft Office Suite (PowerPoint, Word, Excel)

MAJOR PROJECTS

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

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

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.

LANGUAGES

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