

# Angshuman Mazumdar

*I believe that engineering and art go hand-in-hand. I am also an ardent follower of interactive media, especially video games, because I believe that they provide a great platform for experiences to flourish, and ideas to be communicated through stories that leave a lasting impression in our minds.*



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📍 West Lafayette, Indiana

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

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## EDUCATION

### Master of Science (Computer Graphics Technology)

Purdue University, West Lafayette (Indiana)

August 2019 – Expected May 2021 (GPA – 3.97)

### Capstone Project

Rochester Institute of Technology, Rochester (New York)

January 2019 – May 2019

### Bachelor of Technology (Electronics and Communication)

Vellore Institute of Technology (VIT), 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”

### Supporter

The Power of Connection (Documentary)

05/2020 – 12/2020

West Lafayette (IN, USA)

### Graphic Designer

MOX - Movement of Expression

02/2018 – 08/2019

Shillong, India

### Trainee

Bharti Airtel

05/2018 – 06/2018

Chandigarh, India

- Summer internship. Helped in streamlining the pipeline for form data collection and organization through VBA in Microsoft Excel which reduced the time for data retrieval and organization

## ACHIEVEMENTS

**Creative Director of Topplots – A game by Hammerand Studios (Purdue University) (01/2021 – 05/2021)**

**Audio Producer for Sonata Theory – A game by MAYJ Studios (Purdue University) (01/2021 – 05/2021)**

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

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

## SOFTWARE FAMILIARITY

Adobe Photoshop and 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++ and C#

HTML and CSS

Microsoft Office Suite (PowerPoint, Word, Excel)

Azure DevOps

## MAJOR PROJECTS

### Walking in a Crowd Full of Virtual Characters: Effects of Virtual Character Appearance on Human Movement Behavior (09/2019 – 01/2020)

- Paper on effects of a virtual crowd with varied appearance
- Focused on the relation between human movement in such virtual crowds
- Targeted towards future crowd-based studies and scenarios

### 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; shed light on 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

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

- Project focused on development of a prototype of a spoon which senses the hand motion of an individual suffering from Parkinson's disease.
- Basic idea was to provide counter motion to the trembling actions of a patient's hand, to minimize spills

## LANGUAGES

Assamese	Native Language
English	Full working proficiency
Hindi	Bilingual Proficiency
French	Novice