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://binaryvectorjr.github.io/portfolio

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EDUCATION

Doctor of Philosophy (PhD. Technology)
Purdue University, West Lafayette (Indiana)
August 2021 – Expected May 2026

Master of Science (Computer Graphics Technology)
Purdue University, West Lafayette (Indiana)
August 2019 – May 2021 (GPA – 3.98)

Capstone Project (Semester Exchange Program)
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

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

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
Siemens NX (12.0)
C++ and C#
HTML and CSS
Microsoft Office Suite (PowerPoint, Word, Excel)
Azure DevOps

MAJOR PROJECTS

Synthesizing Affective Virtual Reality Multicharacter Experiences (Master's Thesis)
(08/2020 – 05/2021)
- Paper focusses on automatically synthesizing a virtual population (pedestrians placed in a virtual environment) that impacts a user with a specified affective experience.
- Paper accepted in CASA 2021 and published online (CAVW).

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.

LANGUAGES

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