

COURSEWORK

- Computer Graphics
- Multimedia Systems Design
- 3D Graphics & Rendering
- Analysis of Algorithms

SKILLS

Programming

- Python • C/C++ • Java
- OpenGL
- HTML5 • CSS
- PLSQL

Tools

- Autodesk Maya
- Blender 2.8 • Unity
- Adobe Illustrator
- Oracle SQL Developer
- NetBeans • IntelliJ
- Github

PERSONAL PROJECTS

Drive

Low-poly 3D Animation
(Autodesk Maya 2019)

Paranormal

Low-poly 3D Animation
(Blender 2.8)

Demon Head

3D Model and sculpture
(Blender 2.8)

INVOLVEMENT

- Women in Animation, Member (2022-2023)
- Conducted training sessions at IQVIA on a global level.
- Volunteered for IQVIA's CSR drive.

EDUCATION

Master's in Computer Science (Multimedia & Creative Technologies)

University of Southern California | GPA : 3.85 | Graduation Date : May, 2023

Bachelor's of Technology in Computer Science

Manipal University Jaipur | CGPA : 9.26 | Graduation Date : Jul, 2018

ACADEMIC PROJECTS

3D Rasterizer | 3D Graphics and Rendering | WIP

Developing a 3D rasterizer to render images from an input scene file. Implemented LEE, z-buffer, space transformations & color interpolation. (Python)

Ray Tracer | Computer Graphics

Programmed a ray tracer to render opaque surfaces using sphere & triangle intersections with shadows, Phong lighting and shading. (OpenGL, C)

Roller Coaster | Computer Graphics

Created a first-person roller coaster simulation by implementing Catmull-Rom splines & camera transformations. (OpenGL, C)

HeightField Terrain | Computer Graphics

Designed code to render an interactive 3D heightfield in perspective view from a user specified 2D image & created a small animation. (OpenGL, C)

HyperVideo | Multimedia Systems Design - Group Project

Developed an authoring tool to embed editable links between videos. Created an interactive video player to play & navigate through linked videos. (Java)

WORK HISTORY

Course Grader | Viterbi School of Engineering, USC

Aug, 2021 to Present | Los Angeles, California

ITP 215 (Introduction to 3D Modeling, Animation & Visual Effects)

ITP 361 (Character Rigging for Games).

- Assisted professor during lectures & labs. Graded assignments & managed logistics for the class.
- Provided support to non-technical users in resolving Maya specific issues.
- Learned industry standard workflows for 3D modeling & rigging components of the production pipeline.

Associate Consultant | IQVIA

Feb, 2019 to Jul, 2021 | Noida, India

- Designed SQL scripts for database upgrade, developed functional customizations and business logic for data migration.
- Created an extensive & re-usable validation kit for the organization.