Chinmay Pai

801, Kapilavastu – 4 CHS, Kolbad Road, Thane, Maharashtra - 400601
chinmaypai@outlook.com | +91 86578 46228 | www.github.com/arcanephoenix

EDUCATION

Worcester Polytechnic Institute (WPI), Worcester, MA   May 2021
Master of Science – Interactive Media and Game Development
Creating Custom Sounds with Intonation using Pre-Created Phonemes [M.S. Thesis]
Creating a system which accepts International Phonetic Alphabet characters from the user and creates a new audio file by combining the same phonemes pronounced by a voice actor or voice synthesizer, along with associated prosody.

University of Mumbai (UM), Mumbai, India   June 2015
Bachelor of Engineering – Information Technology

SKILLS

Programming Languages: Java, C#, GML, Kotlin, Python, JavaScript, HTML5, CSS3, React
Software: Unity, Game Maker Studio 2, Android Studio, Microsoft Office, CorelDRAW, Balsamiq, Unreal Engine 4, Adobe Premiere Pro, GIMP, Audacity, Maya, Processing
Languages: English, Hindi, Marathi, Konkani, French (A2)

PROJECTS

Virtual Reality Development

3D Soundscape, WPI, March – April 2019
- Created an abstract soundscape in Unity for the HTC Vive using SteamVR framework and Resonance spatial sound, which simulates a street and railway station in Mumbai, based on a project originally created in Inviso by Anil Camci. Player can move around the area using wand-based teleportation and experience the 3D audio sources around them.
- Programmed both the VR project and its 3D predecessor in C#.

Application Development

Dice Roller, May 2020
- Created an application for the Android OS which simulates the roll of a six-sided dice.
- Programmed the application in the Kotlin programming language

Procedural Content Generator

Character Generator, WPI, October – December 2018
- Created a procedural generator of characters, and an environment in which they may interact with each other, in Game Maker Studio 2.
- Studied the personality models such as the Big Five model and the Myers-Briggs model.
- Wrote sample dialogue and behavior for the characters to reflect the personality as per analysis of the models.

Flag Generator, WPI, October 2018
- Created a procedural generator of flags of different sizes and visual patterns using Processing.
- Researched real-life flag dimensions and commonly recurring patterns in real flags.

EXPERIENCE

Website Developer, WPI, Worcester, MA   March 2020 – April 2020
- Designed a website for WPI's Project Center in Japan
- Used Jamstack to create the website using technologies such as FaunaDB and Handlebars to create a website comprised of a collection of pages.

Content Writer, Collegepond, Mumbai, India   May 2016 – December 2016
- Created educational and testing content for students taking the Graduate Record Examination (GRE) for verbal, quantitative, and analytical writing sections.
- Created questions and sorted them by difficulty for all topics in the GRE syllabus.

Trainee Game Tester, Ubisoft, Pune, India   July 2015 – January 2016
- Manually tested the video game "Prince of Persia: Time Run" for iOS and Android.
- Collaborated with 2 team members to cover all testing scenarios.
- Logged issues into JIRA, accurately providing all necessary information for programmers to take a decision on them, including severity, frequency, and reproducibility.

ACTIVITIES

Member, Kilroy Sketch Comedy, WPI, August 2019 – present
Member, No Audience Necessary Improv Comedy, WPI, August 2019 – present
Class Representative, Information Technology Department, July 2012 – May 2013
Assistant Event Head, Utsav Cultural Festival, UM, March 2013
Member, Rotaract Club of Thane Hills, August 2011 – May 2015
- Served as **Director, Community Service** for the year 2012 – 2013.
- Served as **Sergeant-at-Arms** for the year 2013-2014.
- Served as **Club President** for the year 2014-15.