

Nitesh Sridhar

Contact

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Education

Carnegie Mellon University - Pittsburgh, PA
Class of 2018
Bachelor of Arts in Architecture
Minor in Physical Computing
Minor in Animation and Special Effects
- Dean's List: Fall 2016, Fall 2017

Skills

- Analog

Model Making, Laser Cutting, CNC, 3D Printing,
Wiring Circuits, Soldering, Wood Joinery and Assembly,
Sewing/Soft Circuitry, Ceramics

- Software

Rhino 3D, V-ray, Maya, Illustator, Photoshop,
InDesign, After Effects, Premiere, MS Office Suite,
OptiTrack Motive, Praat

- Programming

Grasshopper for Rhino, RobotStudio, Max MSP,
Arduino, Particle, IFTTT, Processing, Python,
Java, Javascript, C#, Unity 3D, GLC

- Languages

English	- Native
Spanish	- Conversational
Tamil	- Conversational

Interests

Working at the intersection of architecture, design, and physical computing. Interested in areas of interaction design, game design, robotics, lighting, and special effects.

Also interested in the psychology of learning, language learning, and linguistics.

Recent Projects

- Phipps Conservatory Lighting Project (November - December 2017)

Won a competition along with Brandon Dareff, Soolin Sohn, and Johnny Wu to take part in a month-long installation project for Phipps Conservatory's Winter Flower Show and Light Garden. The project involved using PIR sensors to activate lighting overhead as people walked by, and required building housings and waterproofing all of the electronics to install them in Phipps' Sunken Garden.

- Autodesk Boston BUILD (May 2017)

Took part in a 2 week team installation design project for Autodesk's Boston BUILD Space in May 2017 led by CMU School of Architecture professor Jeremy Ficca. The project involved incremental forming of aluminum panels using a 6-Axis ABB robotic arm and a blunt forming tool.

- Aqua Pavillion (November 2015 - December 2016)

Took part in a team design competition under Joshua Bard within the CMU School of Architecture to design a Pavillion for Grow Pittsburgh. After the competition, helped revise design documents, create construction documents, and fabricate trusses for the project which is currently being built.

- Flower Power (October - December 2016)

Worked with CMU students Conlon Novak and Sydney Ayers to create an installation that was situated in the Pittsburgh Children's Museum as part of their "Making Things Magic" physical computing exhibition. Designed and fabricated a series of acrylic flowers which lit up and played music when plugged into Arduino-powered flower pots.

- Hoop House (Fall 2015)

Worked with CMU Architecture students Brandon Dareff, Ryan Auld, Rachel Baker, Serra Cizmeci, and Xin Hui Lim to create a modular greenhouse for Dilworth Traditional Academy and other local elementary schools to use during the winter months. Each unit of the Hoop House was assembled using bent conduit and heat shrunk greenhouse plastic, and can be easily disassembled to store when not in use.

Experience

- TA for Introduction to Physical Computing (Fall 2017)

Helped students design and build interactive exhibits under Professor Garth Zeglin. The exhibits were temporarily installed in the Children's Museum of Pittsburgh. Worked mainly with Arduino and CAD modeling.

- TA for Generative Modeling (Fall 2016)

Helped teach a class on generative modeling and parametric design in Rhino 3D and Grasshopper under Professor Joshua Bard.

- TA for Introduction to Architectural Robotics (Spring 2016)

Helped teach a class on manipulating and programming ABB 6-Axis robots using Rhino 3D, Grasshopper, Python, and ABB RobotStudio under Mike Jeffers.