

DEVIKA SANTOSH

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PROFILE

Aspiring technical director with a Bachelor's degree in Computer Science and currently pursuing a Master's in Entertainment Technology, I have a passion for Film & Animation Technology and a keen interest in immersive experiences.

EDUCATION

CARNEGIE MELLON UNIVERSITY – Pittsburgh, PA Aug 2024 - Present
Master of Entertainment Technology

INDIAN INSTITUTE OF TECHNOLOGY, MADRAS – Chennai, India Oct 2020 - Present
Bachelor of Science | Data Science and Applications – Online Degree

VELLORE INSTITUTE OF TECHNOLOGY – Chennai, India Oct 2020 – May 2024
Bachelor of Technology | Computer Science and Engineering, with a specialization in Artificial Intelligence and Machine Learning

RELEVANT PROJECTS

Architectural Ruins Generator – Maya ([View here](#))

- Created using Maya and Python scripting
- This script allows the artist to generate an archeological ruins scene by selecting 3D models of arches and pillars with varying levels of decay, and randomizing the scene by setting the number of 3D models and their relative distance.

Sign Language Learning with VR ([View here](#))

- Capstone project at Vellore Institute of Technology
- Implementing gesture recognition, gamification techniques and dynamic difficulty adjustment to create a VR application for teaching sign language to the hearing community.
- My thesis compared the traditional learning method, along with a randomized game-based method and two dynamic difficulty adjustment algorithms and measured factors like knowledge retention, player feedback, motivation and engagement levels.

WORK EXPERIENCE

INTERN - AR/VR - Bosch und Siemens Hausgeräte, India Jun 2023 - July 2023 (8 weeks)

- Collaborated with the industrial design and user experience teams to visualize product design concepts, like Color-Material-Finish, Lighting and Rendering, and Consumer Pain Points for household appliances using Augmented Reality.
- Helped designers visualize industrial design concepts using AR, with an application that reduces the need for a physical prototype of all its variations during the UX customer-testing phase.
- Worked on all the aspects of the project: technical development, coding, UI design, while closely collaborating with industrial designers for 3D models and understanding lighting and rendering techniques.
- Helped the team explore the possibilities of VR in industrial design through concepts like physics simulations and visualizations with force, drag, etc.

SKILLS

Programming	Python, Java, SQL, HTML, CSS, JavaScript, WebGL, Three.js, AI/ML
Extended Reality, Game Development	AR & VR development, Unity, Oculus, C#
3D Software	Blender, Autodesk Maya
Design	Graphic Design, UI/UX Design, Design Thinking, Figma, Adobe Illustrator
Art	Digital Art, Illustration, Procreate

LEADERSHIP EXPERIENCE

CHIEF DESIGNER - The Scientific Teen 2022 - Present

- Led the design team for an international, non-profit STEM magazine, curating article illustrations for our print edition, website, and social media.
- Worked collaboratively on *Canva* to design the magazine issues, and created scientific article illustrations on *Procreate*.

CONTENT & MEDIA LEAD AND CORE COMMITTEE MEMBER - HackClub VIT Chennai 2022 - 23

- Led a team of content writers and designers to collaboratively create engaging social media, website designs, and offline marketing and promotional content for our club's events, and organized various events for university fests.
- Conducted *Figma* onboarding sessions for new members.

DESIGN LEAD - The Capsule VIT Chennai 2021 - 2022

- Led the university magazine design team and created digital cover art illustrations for 4 editions