AASHAY MEHTA
Product [Manager, Designer, Developer]

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EDUCATION

Master of Digital Media
Centre for Digital Media, CA
Product Management, CGPA : 4.23
2020 - 2021

UBC SFU emily carr *university of art + design* BCIT

Bachelor of Arts
IGN Open University, IN
Animation and Visual Effects,
2012 - 2015

SKILLS

Production
Agile Scrum, Sprint Facilitation, User Discovery, Communcation, Usability, Data, Storyboarding.

Design
2D Design, 3D Design, UX Design, Motion and Graphics Design, Wireframing, Pro-totyping.

Development
HTML, CSS, JavaScript, React, C# (Unity).

TOOLS

Figma, Miro, Notion, Docs.
Photoshop, Illustrator, XD, After Effects, Premiere Pro.
Blender, Unity.
Git, VS Code, X-Code.

AWARDS

Gold: 2021 WEB: Training / E-Learning by Horizon Interactive Awards.

Gold: DFP CREATE Design Showcase's Impact, by Designing For People, UBC.

KCTS9 GS in Digital Media by FCAT.

EXPERIENCE

ALIVE Research, UBC - Producer, GameDev Coordinator
📍 Vancouver, CA. Jun 2021 - Present

- Facilitated daily scrum meetings and task delegation, facilitated stakeholder communication, weekly demos and cohort wide presentations.
- Collaborated with Game Designer, Environment Artist and Unity Developers simultaneously with git.
- Concepted, designed and developed 3D character assets from sculpting to functional game controllers.
- Storyboarded sequences, and prototyped UI systems with pragmatic development in mind.
- Organized a round of physical usability testing with students and instructors.
- Polished and published iOS to TestFlight for wider distribution.

Vancouver Artgallery - Developer, Assets Coordinator
📍 Vancouver, CA. Oct 2021 - Jun 2022

- Reported to the Senior Curator and Guest Curator of the gallery for the exhibition: The Imitation Game. Collaborated with the audio visual and graphics teams to produce, outsource, edit and proof digital assets for the exhibition.
- Produced CG imagery for two optical illusion installations in the exhibit.
- Designed and documented a workflow for managing assets in a library shared between the Curatorial, AV and Graphics teams.
- Edited and web-optimized 71 videos for the digital publication of the exhibition.
- Generated and implemented TTS for text on each page in the digital publication.
- Designed a tooltip class in CSS for glossary words appearing in the digital publication.

Justice Institute of BC - Developer, Scrum Master
📍 (Industry Project via CDM) Vancouver, CA. Feb 2021 - Aug 2021

- Facilitated design sprints and daily scrum meetings, reminders, retrospectives and task delegations for a team of 7.
- Led the assets technical pipeline, creating workflows for producing photo realistic 3D assets and collaborated with two 3D Designers to build assets and environment.
- Collaborated with the Developer in building game scenes, facilitated version control, and scene performance optimization.
- Volunteered to host user and usability tests following the script designed by UX Researcher+Desginer.
- Distributed the app on itch.io.

Vyom's Studio - Visual Designer, Technician
📍 Ahmedabad, IN. Mar 2017 - Sep 2020

- Concepted and developed forms for organic sculptural installations.
- Produced renders of forms and installations for visualization.
- Supplied drawings and 3D format files for manufacture of art pieces.

Achuk Environmental Solutions - Visual Designer
📍 Ahmedabad, IN. Jul 2018 - Sep 2020

- Edited and embedded videos, and programmed a video library in HTML.
- Delivered infographics explaining the working of the client's product.
- Documented a PDF article linked with videos for media.