

Kesha Bagadia

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EDUCATION

Master of Entertainment Technology

August 2023 - May 2025

Carnegie Mellon University, Pittsburgh, PA

GPA: 3.86 / 4.00 | ETC Merit Scholar · C·SYSTEM Scholar · Jaina Scholar · JITO Scholar

Bachelor of Technology in Information and Communication Technology

August 2018 - May 2022

Ahmedabad University, Ahmedabad, India

GPA: 3.56 / 4.00 | Scholastic Distinction · Dean's List

SKILLS

Unity (C#), OpenXR

Rapid Prototyping, Playtesting

JavaScript, C#, Java, Python

Cross-platform UI optimization

A/B Testing, Player Analytics

Node.js, MongoDB, MySQL

UI/UX Design, Figma, WordPress

Unity VCS, Git, Perforce

Agile workflows, JIRA, Trello

PROFESSIONAL EXPERIENCE

Technical Designer

January 2025 – May 2025

Center for Transformational Play, Pittsburgh, PA

- Migrated from BotGhost to Node.js/Discord.js with MongoDB to enable custom UI feature development for award-winning RPG Dear Archibald, achieving 75% increased player engagement through A/B testing.
- Deployed bot to EC2 with PM2, implementing remote deployment pipeline for seamless live updates.

Prototyper

May 2024 – August 2024

Center for Transformational Play, Pittsburgh, PA

- Rapidly prototyped games in Unity (8–10-hour cycles) to explore game-based phonics education.
- Conducted user research to identify learning pain points and optimize game design for target audience.
- Collaborated with the team using structured feedback processes to ensure consistent project delivery.

Programming Intern

May 2024 – August 2024

The Alice Project, Pittsburgh, PA

- Resolved spatial UI rendering conflicts between camera systems and 3D interfaces in Unity-based Alice Player, optimizing interface performance across PC and VR platforms.
- Developed custom Quest VR file transfer system, enabling students to instantly play their games.

Data Engineering Intern

January 2022 – May 2022

Eris Lifesciences Ltd., India

- Designed and implemented automated ETL pipelines using Azure Data Factory and Apache Spark to process pharmaceutical supply chain and financial data for 3000+ employees.
- Built scalable data architecture with Azure Blob Storage and MariaDB, optimizing data flow performance and establishing automated scheduling for real-time analytics dashboards.
- Collaborated with cross-functional teams to develop 15+ KPI visualizations and business intelligence widgets, translating complex business requirements into technical solutions.

UI/UX Design Associate

August 2021 – December 2021

Varidus, Singapore (Remote)

- Redesigned internal database access interface, reducing average query time from 20 minutes to 3 minutes.
- Enhanced website UX by reducing navigation depth, improving user flow based on UI design principles.
- Designed chatbot UI connecting investors and companies, applying dating app interaction patterns.

RELEVANT PROJECTS

Mic Check – an AI Rap Battle game, Technical Narrative Designer (CMU)

January 2025 – May 2025

- Built core systems like UI, player navigation, animation controllers and game state management in Unity.
- Iterated on AI-powered scoring metrics and NPC behavior, achieving 84% improvement in user satisfaction.

Recollection – a VR narrative, Technical Designer (Shipped, CMU)

January 2024 – May 2024

- Developed Unity VR systems including spatial audio, custom hand poses, gaze-based story progression.
- Implemented content systems that tripled production output while reducing development time by 80%.
- Led iterative spatial UX testing and performance tuning on Oculus, using user feedback and data analysis.
- Presented at SONA Festival 2025, with upcoming showcases at Serious Play and Play Make Learn.

Time Will Tell – an AR/VR escape room, Unity Developer (CMU)

October 2023 – November 2023

- Co-developed asymmetrical AR/VR escape room using Quest passthrough and physical-space interaction.
- Designed VR interactions including gaze-based triggers, puzzles and object manipulation using OpenXR.
- Refined puzzle design to cut player blockages, boosting success rate by 75% through testing and iteration.
- Showcased at ETC Festival 2023 to 50+ players, demonstrating successful user adoption and engagement.