Kesha Bagadia

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Technical Designer with 2+ years' experience in game development, VR/XR systems, and interactive narratives.

EDUCATION

Master of Entertainment Technology   August 2023 - May 2025
Carnegie Mellon University, Pittsburgh, PA
GPA: 3.86 / 4.00 | ETC Merit Scholar · CYSTEM 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, WebGL	JavaScript, C#, Java, Python	A/B Testing, Player Analytics
Unity VCS, Git, Perforce	Node.js, MongoDB, MySQL	UI/UX Design, Figma, WordPress
FMOD Studio, Inky, Twine, RenPy	Rapid Prototyping, Playtesting	Agile workflows, JIRA, Trello

PROFESSIONAL EXPERIENCE

Technical Designer   January 2025 – May 2025
Center for Transformational Play, Pittsburgh, PA
- Identified player accessibility barriers in award-winning RPG bot and redesigned player onboarding system.
- Migrated from inflexible third-party bot to custom Node.js/Discord.js bot, enabling rapid design iteration.
- Collaborated with lead designer and AI ethics expert to redesign AI interaction systems for player safety.
- Hosted bot live to support A/B testing, achieving 75% increase in player engagement with design choices.

Prototyper   May 2024 – August 2024
Center for Transformational Play, Pittsburgh, PA
- Rapidly prototyped 5 games and features primarily in Unity to explore educational game mechanics.
- Conducted user research to identify learning pain points and popular player styles with target audience.
- Created reusable and modular UI systems that accelerated development across multiple prototypes.
- Collaborated with other prototypers using structured feedback processes to support rapid iteration cycles.

Programming Intern   May 2024 – August 2024
The Alice Project, Pittsburgh, PA
- Identified VR interface usability issues in Unity application and optimized U for accessible user experience.
- Engineered a custom Quest VR file transfer system for Chromebooks to enable iterative playtesting.

Data Engineering Intern   January 2022 – May 2022
Eris Lifesciences Ltd., India
- Designed and implemented automated ETL pipelines to process supply chain data for 3000+ employees.
- Built scalable data architecture to optimize data flow and automated scheduling for real-time analytics.
- Collaborated with cross-functional teams to translate business requirements into technical solutions, developing 15+ KPI visualizations and user-facing interfaces for internal usage.

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 – Present
- Designed 4 emotionally intelligent AI characters with custom behavior logic and prompt systems.
- Programmed core gameplay systems and established asset integration pipelines to support collaboration.
- Led cross-disciplinary research to inform authentic game design decisions, including the scoring system, achieving measurable positive impact on player experience.

Recollection – a VR narrative, Technical Designer (Shipped, CMU)   January 2024 – May 2024
- Led early greybox prototyping that informed core painting mechanic and leveraged VR affordances like spatial audio, custom hand pose and gaze-based triggers to design immersive narrative player stories.
- Implemented asset integration systems that improved team productivity and supported rapid iteration.
- Presented at SONA Festival 2025, with upcoming showcases at Serious Play and Play Make Learn

Time Will Tell – an AR/VR escape room, Technical Narrative Designer (CMU) October 2023 – November 2023
- Co-developed asymmetrical AR/VR escape room using Quest passthrough and physical-space interaction.
- Iterated on VR interactions and puzzle design to cut player blockages, boosting success rate by 75%.
- Showcased at ETC Festival 2023 to 50+ players, demonstrating successful user adoption and engagement.