

+ education

Purdue University, West Lafayette

Masters of Science (MS) Computer Graphics Technology

Aug. 2022 to Current

Institute of Chemical Technology, Mumbai

Bachelor of Chemical Engineering

July 2015 to May 2019

+ employment

Purdue Polytechnic Institute · Purdue University, West Lafayette

Graduate Teaching Assistant

Aug. 2023 to Current

1. Teaching the basics of modeling, materials, lighting, and blueprints in Unreal Engine 5 to 130+ students.
2. Resolving issues, and aiding students in their assignments and final projects in 14+ hours of Lab and Office hours per week.
3. Grading student work.

Purdue Polytechnic Institute · Purdue University, West Lafayette

Graduate Research Assistant

Jan. 2023 to May 2023

1. Working collaboratively with Prof. Jeffrey Kesselman to plan and implement solutions on his Web Based game project.
2. Used C# and Unity Engine to add animations and UI elements to the project.

Pi Industries Limited · Jambusar, Gujrat

Graduate Chemical Engineer Trainee, Technical Services

June 2019 to Sept. 2020

1. Maintained the manufacturing systems & the production output of the plant in check with my team of 10 people.
2. Worked on enhancing the efficiency of production equipment & removing bottlenecks in the production pipeline.

+ leadership positions and volunteering

Landmark Worldwide · Online Programme Manager, Zoom Online

Apr. 2021 to Current

1. Managed breakout rooms in the online zoom session of more than 200 participants.
2. Communicated between various teams to ensure optimum experience for the team leader and the attendees.

ICT Sportsaga (Sports Festival) · Public Relations Head, Institute of Chemical Technology, Mumbai

May 2017 to Feb. 2018

1. Reached out to various colleges for participation in the sports festival.
2. Created Facebook and Instagram posts on various events throughout the year.
3. Organized the ICT Marathon of 2018 which attracts 3000+ participants yearly.

+ certifications and courses

Understanding Design

Feb. 2022 to Apr. 2022

Learning and understanding the world from the eyes of design perspective. Acquiring the skills for ways to create a sustainable, economical, environmental, and socio-cultural design.

Financial Modeling And Valuation

Jan. 2022 to Feb. 2022

The training consisted of Understanding Excel, Investment Decision Techniques, Application of Decision Techniques, Financial Statement Analysis, and Valuation modules.

+ skills and areas of interests

TOOLS AND TECHNOLOGIES: Unreal 5, Maya, C++, C#, Unity, Design Thinking, MS Office Suite, Human-Centered Design, OpenGL, After Effects

SOFT SKILLS: Problem Solving, Collaboration and Initiative Driven, Resilient and Inquisitive, Continuous Development Oriented, Continuous Learning Directed, Natural Negotiator

AREAS OF INTERESTS: Video Games, Game Design and Development, 3D Rigging, Human Perception of Video Games, 3D Lighting

LANGUAGES: English (Professional Proficiency), Hindi (Native Speaker), French (Beginner)

+ projects and portfolio

Animation, Game Development and VR work

