Apurv Rayate
Creative Technologist & Game Developer

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Work Experience

May 2023 - July 2023
Research Assistant - A Machine to Unmake You

Project by Melanie Crean: Created prototypes using TouchDesigner and OpenCV for art installation at FACT gallery in Liverpool, England. Created video "clocks" with slit-scan effects using filmed videos of incarcerated vetarans' daily chores in prison.

June 2022 - May 2023
Design Technologist Intern - SAP Labs US

Predictive Chart Demo: Used Figma and Framer to build interactive 3d data visualizations using SAP data. Developed browser-based prototype using React.js, three.js and Typescript. Created user flows and wireframes in Figma.

Data Visualization Report: Conducted UX Research on time-based data visualization techniques and wrote a report documenting them.

Interactive Framer Components: Created sliders, navbars and other smaller components in React for Framer demos on Digital Finance.

Lobby Installation Prototyping: Used Processsing and TouchDesigner to prototype interactive installation for SAP's Palo Alto Office Lobby. Used SAP text-based data to create dynamic visuals. Implemented interaction using Open CV and Microsoft Kinect sensor.

Nov 2021 - May 2023
Research Assistant - Cloud Theory

Project by Colleen Macklin:
Live GPT model in Unity: Implemented live connection from GPT-Neo model hosted on HuggingFace to cloud watching game Cloud Theory in Unity. This enabled the game to have a generative story that was created live by a custom text-generation model. Conducted tests with connecting Unity to the ChatGPT API.

Text-to-speech in Unity: Used RTVoice plugin to convert dialogue in the game to text-to-speech using AI Voices.

Procedural + Non-linear narrative design: Created and implemented custom prompt-based narrative system for Cloud Theory inside Unity.

Mar 2022 - June 2022
Research Assistant - p5.party

Project by Justin Bakse: Created demos and exercises for the p5.party library in p5.js. Helped design a curriculum and documentation for students creating a multiplayer experience ffor the first time using the library.

Nov 2021 - May 2022
DT Study Tutor - Parsons Design + Technology

Troubleshooted errors and debugged issues with student projects at Parsons DT. Helped students understand simple programming paradigms in Javascript and Unity.

Education

2019-2023
Parsons School of Design
BFA Design + Technology

2021-2022
Cornell Tech
Product + PiTech Studio

Awards

Deans List (Fall 2019 to Spring 2023)
Graduated with Honors and
Departmental Honors

Overall Winner - Parsons DT
Game Jam 2022
Special Mention, Visual Arts -
IBM Quantum Jam 2021

Skills

Tech

HTML/CSS/Javascript
React.js
Three.js
Framer.js
D3.js
ml5.js
p5.js
C#
Processing
Python
OpenCV
GPT
Arduino
GLSL

Software

Unity
TouchDesiger
Figma
Cinema 4D
Photoshop
Illustrator
InDesign
Premiere Pro

Professional

UX Research
Wireframes
Content Writing
MS Suite

Language

English
Hindi
Marathi
Japanese (conversational)
German (conversational)

Interests

Climate Change
Indian Classical Music
Languages
Creative Writing
Board Games
Trees and Forests
Social Dynamics
Tech Art
Anime