

Sanjay Salem



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sanjaysalem.com

Education

Carnegie Mellon University

Bachelor of Computer Science and Art
Aug '18 - Present

QPA: 3.16

Minor in Animation & Special Effects

Skills

Programming: C, C++, Java, basics of Python and Javascript (p5.js, ml5.js)

Design: ProCreate, Blender, Maya, Substance Painter, Adobe Premiere

Languages: English, Spanish, Conversational Japanese, Tamil

Extra-Curriculars

Game Creation Society (GCS)

- Form groups and create a playable game within 3-4 months
- Requires teamwork, collaboration, communication, and knowledge of all 3 fields (music, art, programming) to make sure game elements are compatible

Artists Alley Club (AAC)

- Sell fan art at local comic and anime conventions nearby the Pittsburgh area
- Form a community with other local artists to receive and give feedback about each others' artwork

Japanese Student Association

- Organize events centered around Japanese culture, such as excursions and movies
- Spread awareness of traditional & modern Japanese culture throughout the Pittsburgh community

I invite you to visit my website: sanjaysalem.com, for an immersive experience about my work.

Project Experience

- Dec '19 **Human Pose Tracking & Augmented Reality (AR)** CMU
Modeled and rigged 3D character figure and helped integrate it with an AR pose tracker. Built with Blender, Maya, p5.js, and PoseNet. A program which displays an animated figure and plays its theme music once the user strikes a certain pose.
- Nov '19 **Machine Learning & Hand Tracking** CMU
Modified feature extraction software and helped with UI development. Built with p5.js and ml5.js Javascript libraries. A recode of Space Invaders which uses hand tracking and gestures as controller movement and shooting input.
- Mar '19 **3D Modeling and Augmented Reality (AR)** SteelHacks
Integrated Vufoia Augmented Reality image database and modeled 3D elements for UI. Built with Firebase, Node.js, Unity Engine, Vufoia, and Blender. An AR mobile app that displays device information in AR upon scanning a specific device. Awarded 3rd place at SteelHacks 2019, hosted by the University of Pittsburgh.
- Feb '19 **Web Server Front-End For Social Media Analytics** TartanHacks
Built front-end web server (HTML & CSS). Built with MySQL, Microsoft Azure, Flask, HTML & CSS, Vanilla Javascript and Paper.js. A web app designed to help brands know which of their social media platforms are most effective in drawing prospective clients towards their service. Tracks users' redirects on social media sites of the brand and sends the data to a back-end database for analysis.
- Oct - Dec '18 **2D Puzzle-Platformer Artwork & Design** CMU Game Creation Society
Created game and obstacle art, and designed game logo. Built with Unity. A 2D puzzle-platformer game involving dodging obstacles while picking up points to maintain health and moving to the beat of the music. Awarded the Best-Developed Game Award by the IDeATe department at CMU, during the Game Creation Society's Winter 2018 showcase.
- May '15 - **Freelance Graphic Designer/Game Artist**
Designed logos and 2D/3D game assets for various projects & organizations, including **Alagar Inc.**, **Natural Care MD**, **KMC Déjà Vu** (Alumni group), **DANGER DANCER**, **Sync Wars**, and **Once Upon A LAN**.
Involved customer engagement, graphic design & illustration, 3D animation/modeling experience, communication, and marketing.

Work Experience

- Aug'20 - **Teaching Assistant, Course 15-210** CMU School of Computer Science
Assist with course logistics and planning, lead and prepare recitations, hold office hours to answer student questions, grade exams, homework & labs, and facilitate students' learning.
- Jan'17-Feb'18 **Customer service**
Worked part-time at Coldstone Creamery and Hollister Co. assisting customers, managing inventory, and facilitating transactions.

Relevant Coursework

Parallel and Sequential Algorithms/Data Structures (15-210), Computation for Creative Practice, Real-Time Animation, Calculus 3D, Character Rigging, Web App Development, Discrete Differential Geometry, Animation Art & Technology