SOUNAK GHOSH

Senior Technical Designer (XR/AI)

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Education

(2020 - 2022)
NYU Tandon School of Engineering
MSc Integrated Digital Media

(2013-2017)
Savannah College of Art and Design
BFA Animation & Visual Effects

Skills

Design/Dev

C# (Unity), XR development, Prototyping, Interaction Design, UX Design, Technical art, AI automation, Generative AI

3D Art/Video

3D Asset creation (modelling, texturing, rigging), Animation, Video Editing, Compositing, Virtual Production

Experience

Senior XR Designer – TRANSFR INC (July 2022 – current)

- Collaborating with engineers, technical artists, instructional designers and SMEs to develop VR training simulations for accurate and engaging career education
- Facilitating user testing and feedback for our proprietary SDK and tools for simulation development
- Translating real-world interactions into VR through design exploration and prototyping in Unity
- System design and building AI workflows/processes to scale production & increase efficiency

3D Designer (Unreal Engine) – CREATE Lab @ NYU Steinhardt (Jan 2021 – May 2022)

- Working with researchers to make prototypes, communicate ideas and design iteratively for VR learnings simulations that teach cellular biology to middle school children
- Creating 3D assets - meshes, materials, shaders and particle systems in UE4
- Optimizing performance and computer graphics of VR learning simulations

3D Artist – The Glimpse Group LLC (Nov 2019 – April 2020)

- Built 3D environments, assets and avatars for various enterprise VR/AR products
- Implemented a 3D pipeline for VR development (3D modeling, UVs, texturing, rigging, and animation)
- Implemented UX strategies for VR/AR applications

VR Instructor – VR World NYC (Aug 2019 – Nov 2019)

- Managing VR equipment at a virtual reality arcade in mid-town New York city
- Providing customer service and curating their arcade experience
- Troubleshooting technical issues with hardware and software at the arcade

Camera Operator – Donatello Arm (Nov 2018 – Sep 2019)

- Operated a camera rig that executes choreographed movements, and also trained new operators
- Managed lighting equipment, green screens and backdrops
- Assisted with production tasks, inventory and fabrication of props

Freelance 3D Generalist – Koncept VR (Sep 2018)

- 3D modelling, animation and rendering for a 360 VR experience

3D Generalist / Story Writer – Avolve Innovations LLC (Dec 2017 – July 2018)

- Designed levels and concepts for a VR game about plastic pollution in the ocean
- Created 3D assets and environments using Maya, Substance Painter and Unity
- Produced game trailers and other promotional videos for marketing purposes
- Pitched the game at conferences and festivals to build an audience and raise crowdfunding

Awards and Accomplishments

Presented my VR Artwork called **Inner Light** at MOCDA: Museum of Contemporary Digital Art @ Digital Summer Show 2022

Most Forward Thinking Pitch @ Human Performance Hackathon 2022

Finalist @ Cornell Health Hack 2022

Voted Children's Favorite Game @ BCI Game Jam 21 | University of Calgary

Best Research Application in XR Brain Jam hackathon @ G4C Festival 2021 – also gave a public talk about this project at Games For Change Festival 2021

Projects

Inner Light - An embodied VR meditation on Light that uses brain activity (EEG) in real-time to visualize a virtual body (avatar). This project produced a VR art experience and an academic thesis on Neurofeedback in VR.

Wishtree - A social web-based virtual space to reflect on themes of the pandemic like loss, isolation and responsibility.

Scuba's Ocean Odyssey - An educational virtual reality game where you can explore deep waters as Scuba, the submersible, and learn about plastic pollution in the ocean.

Contact

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