

Nidhi Ramanathan

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Programmer | Experience Designer

Portfolio: nidhiramanathan.com

EDUCATIONAL BACKGROUND:

Carnegie Mellon University, Entertainment Technology Center

Master of Entertainment Technology

Pittsburgh, PA

May 2020

Pune Institute of Computer Technology

Bachelor of Engineering, Computer Science

Pune, India

June 2018

SKILLS

- ❖ Programming Languages: Java | C/C++ | C# (Unity) | Python | Basic MySQL | Basic HTML | Basic Javascript
- ❖ Operating Systems: Ubuntu | Fedora | Windows
- ❖ Hardware Tech: HTC Vive | Oculus Rift | Magic Leap | Kinect 2 | Makey Makey | BLE | Arduino | Meta II
- ❖ Software: Unity | Maya | Adobe Animate | Corel Draw | Adobe Photoshop | Adobe Premier Pro | Adobe Audition

RELEVANT COURSEWORK:

Practical:

- ❖ Independent Study – Interactions in VR | Building Virtual Worlds | Experience Design Visual Storytelling: Carnegie Mellon University, Entertainment Technology Center
- ❖ Object Oriented and Multicore Programming | Data Structures and Problem solving: Pune Institute of Computer Technology, Pune (PICT)

Theoretical: Engineering Graphics | Computer Graphics and Gaming | Problem Solving and gamification | Engineering Mathematics

ACADEMIC PROJECTS:

AR Story: Animation | Programming

- A story-driven experience using the AR platform Magic Leap Spring 2019

Independent Study - Interactions in VR: Programming | Design Fall 2019

- I am developing a VR experience that explores different interactions and the programming and design needed for it to be successful and intuitive (In Progress).

Location Based Entertainment: Programming | Experience Design.

- Techtile: I am the tech lead for a tactile interactive installation powered by play for the MuseumLab Fall 2019
- Experience Design Class: I worked on short-term LBE projects platforms like The Cave, The Tomb Spring 2019
(A phidget sensor wall) and a Steampunk themed Kiosk

Building Virtual Worlds: Artist | Producer Fall 2018

- Work: Maya art pipeline, Particle effects and cloth components for AR, VR and Kinect worlds along with conception game design, layout design and production. These were all made in 3 weeks or less.

Voronav - A Bluetooth Low Energy based position detection application: Programming 2017-2018

- Work: Created a code to dynamically generate an ordered order-k voronoi diagram (Java)
- Use: As a foundation for a "Ward-boy detection" system in Ruby Hall Hospital, Pune, India.

Xodia - An artificial intelligence-based gaming competition: Programming Aug 2015

- Work: Validation code for player bot (Python & Javascript)

EXPERIENCE

National High School Game Academy – CMU Summer 2019

- I worked as a Teaching Assistant for a pre-college game academy. As a Programming TA I taught and mentored high school students in Unity and Maya, specifically gameplay programming and Art to Unity pipeline.

Cybage Software Pvt. Ltd., Pune India: Intern Fall 2017

- Created an initial prototype of a Progressive Web App for a car comparison Portal
- Designed the basic user interface, search functionality and offline functions using Rest APIs

PROFESSIONAL ASSOCIATIONS

❖ IEEE:

- IEEE R10 SYWL Congress, Bangalore, India: Logo design | Organizational work: 2016
- PICT IEEE Student Branch: WIE Secretary and Chair | Graphic Design | Event Coordinator for Credenz '16 2015-18

❖ ACM: SIGGRAPH '19 Student Volunteer 2019

ADDITIONAL SKILLS

- ❖ Bharatanatyam Dancer 2000-2015
- ❖ Languages: Fluent English, Hindi, Marathi.