

PROFESSIONAL PROFILE

I am a Master's student in Computer Science specializing in AR/VR Game Development, combining artistic design with robust technical programming skills. Leveraging over 5 years of experience in VFX pipeline automation. I bridge the gap between artists and programmers to build optimized, immersive environments for real-time engines like Unity and Unreal. I have contributed to Emmy Award-winning projects such as Shogun, utilizing my expertise in logic, lighting, and tool development to enhance visuals and workflow efficiency. I am now seeking to apply this technical versatility to create compelling game-play mechanics and interactive experiences in the game design industry.

WORK EXPERIENCE

3D World Building Intern

BirdsEye VR – Canyon Lake, CA

October 2025 – Current

Immersive Environment Development: Developed immersive **3D environments** for Bored Ape Yacht Club's Project Otherside, utilizing **Procedural Content Generation (PCG)** to ensure scalability and maintain high-quality visual standards.

Asset & Level Design: Managed the full pipeline of **asset creation, shading, and scene optimization**. Executed prototype world designs to build functional and engaging virtual spaces.

Cross-Functional Support: Provided comprehensive support for creative and technical initiatives across BirdsEye VR projects, ensuring strict alignment with overarching design goals.

Workflow Optimization: Maintained transparent workflows by proactively identifying technical blockers and communicating progress, fostering seamless team collaboration.

AR/VR Experience Designer Intern

Starseed Studios LLC – Los Angeles, CA

September 2025 – December 2025

AR/VR Concept Development: Transform abstract creative ideas into structured immersive concepts by developing detailed storyboards, logic flows, and user **journey maps** that clearly visualize the end-to-end **spatial experience**.

User-Centered Design: Apply design thinking methodologies to build intuitive experiences, carefully balancing functional user needs with strategic client business objectives to drive meaningful engagement and retention.

Cross-Functional Collaboration: Partner with engineering teams to present concepts and define technical requirements, ensuring seamless developer hand-offs that strictly maintain design fidelity throughout the implementation process.

Prototyping & Iteration: Execute hands-on prototyping and rigorous testing to refine interactions and ensure high-quality, stable builds.

Social AR Production: Design and deploy personalized **AR camera filters** tailored for specific client events, conferences, and brand activations, creating unique, shareable digital moments for attendees.

Technical Full Stack Generalist

Render Imagination Inc – Pune, India

September 2019 – January 2023

Pipeline Development & Technical Art: Spearhead the architecture of bespoke plugins and standalone tools for **Blender** and **Maya** using Python and PyQt, significantly accelerating iteration cycles and reducing friction during complex VFX productions.

Workflow Automation: Streamline the end-to-end production pipeline by automating repetitive tasks and designing intuitive tool UIs in Figma, fostering tighter collaboration and data consistency between creative design and technical development teams.

Environment Design & Optimization: Engineer full-scale CG environments featuring photo-realistic lighting and atmospheric integration, managing the visual scope from initial asset showcases and **previz** through to final **postviz** delivery.

Visual Fidelity & Performance: Specialize in advanced **scene optimization**, custom **shader development**, and **post-processing** techniques to ensure the delivery of high-fidelity, broadcast-ready visuals under demanding deadline constraints.

Key Projects: Delivered critical assets for major studio productions, including the **Emmy Award-winning Shōgun**, The Walking Dead, The Morning Show, Fear the Walking Dead, Blockbuster, 97 Minutes, Hypnotic, Miracle Workers and Microsoft HoloLens Commercial.

SKILLS

Maya, Blender, 3Ds Max, Nuke, Unreal Engine, Unreal ODK, Unity, Substance Painter, Substance Designer, Photoshop, Illustrator, Serif Affinity Suite.

EDUCATION

Master in Computer Science

Westcliff University – Irvine, USA

September 2025 – Current

Post Graduate Diploma in Game Arts & Design

Vancouver Media & Art – Vancouver, Canada

September 2017

Bachelor's Degree in Computer Science

Pune University – Pune, India

June 2016