

ANJALI SHAH

UX/UI Designer

Seeking a co-op position in UX/UI design for spring or summer 2022

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EDUCATION

Carnegie Mellon University | August 2020 – May 2022

Masters of Entertainment Technology

Relevant Courses: Robotics in Creative Practices, Experience Design, Building Virtual Worlds, Fundamentals of Entertainment Technology Visual Story, Improvisational Acting, Weekly Producers Roundtable

TA Experience: Fall'21 – Head Teaching Assistant – Visual Story
Summer'21 – Production TA at National High School Game Academy

Delhi University, India | August 2013 – May 2017

BFA in Visual Communication

Relevant Courses: Animation, Miniature Modelling, Graphic Design, Visual Design, Typography, Image Making & Representation, Drawing, Print Making, Geometry & Perspective, History & Appreciation of Art

SKILLS

Creative Technologies:

Webots, Unity 3D, Heavy M, Maya, Lazer Cutting

Design Software:

Adobe Creative Suite (Xd, Ps, Ai, Pr, Ae, Id)

Figma, Sketch, Invision Studio, AutoCAD

Production:

G-Suite, MS Office, Trello, Jira, Perforce, Github, Slack, Discord, Scrum & Agile, Communication

Programming: Python- Beginners Proficiency

INTERESTS

Animatronics, Projection Mapping, Prop Making, Set & Exhibit Design, Interactive Installations

ACADEMIC PROJECTS

Neuroscience Game for Putrino Lab at Mount Sinai Hospital, New York | August – December 2021

Role - UX/UI Designer & Producer | *Project Management & Leadership, Scrum, Maya, Unity, Github, Ps, Ai, Pr, Wordpress*

- Led a team of 3 programmers, 1 game designer and 1 artist with Agile methods to design and implement a fun video game that uses an eye tracker and a click command that can eventually be controlled by brain signal for paralysed patients.
- Researched about accessible design. Conducted playtests and iterated feedback. Designed UI and wrote weekly blogs.

Web Browser Experience for The HistoryMakers Digital Archive, Chicago | January – May 2021

Role - UX/UI Designer & Producer | *Project Management & Leadership, Scrum, Visual Design, Figma, Maya, Ps, Ae, Pr*

- Led a team of 2 programmers & 2 UX/UI designers with Agile methods to create an engaging web browser experience that attracts the interest of young audiences to learn about African American history from The HistoryMakers archive.
- Built rapid prototypes. Conducted user research and testing. Co-designed theme, wireframes, user flow and art assets.

Robotics in Creative Practices | **Role - Concept & Experience Designer, Fabricator** | CMU Course | Fall '21

- Collaborated with teams of engineers and computer scientists to design and build machines that use embodied behavior as an artistic medium for storytelling and performance. Formulated narrative goals for interaction of a machine and objects.
- Explored machine design, kinematics, feedback control, real-time programming, and machine choreography techniques.

Experience Design | **Role- Experience Designer, 2D & 3D Artist, UX/UI, Sound Designer** | CMU Course | Spring '21

- Collaborated with 2 programmers to create location based exhibits and multi-user cooperative experience using Virtual Reality, DMX lighting, projection mapping, monitors, physical sensors, touch monitor, physical buttons, speakers and more.
- Documented user research, experience goals, emotional arc, journey maps, user flow, throughput, and playtest logs.

Building Virtual Worlds | **Role- Game Designer, 3D & 2D Environment Artist, Producer** | CMU Course | Fall '20

- Designed and prototyped 5 game experiences by collaborating with sound designers and programmers in 2-3 week sprints using different technologies like VR, camera & microphone. Conducted playtesting, interviews and surveys to improve usability and accessibility. Produced pre-production plan, storyboard, theming plan, 3D art assets and experience design.

WORK EXPERIENCE

Production and Leadership TA at National High School Game Academy, CMU | May – Aug 2021

Independently designed and taught 10 hours of content to introduce students to the video game production process.

Assistant VFX Supervisor for Netflix Webseries 'Leila' | Plexus Motion Pvt. Ltd. | Aug – Dec 2019

Provided administrative support for VFX bids, pitches and on-set requirements. Imagined cities atop real shooting locations.

SCHOLARSHIP AWARDS

- Generation Google Scholarship | Google | May '21
- AIAS WomenIn Scholarship | Intel | May '21
- E.A. ETC Fellowship | Electronic Arts | May '21

CERTIFICATE COURSES

- Film Appreciation | Ctrl Alt Cinema, India | Aug - Oct '19
- Experimental Film | MetFilm School, Germany | Feb - May '19
- Hindustani Vocal Music | Prayag Sangeet Samiti, India | 2002 – 10