

# Vivek Sangubhotla

creating meaningful experiences

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## EXPERIENCE

- June 2017 - Present**     **CUBIC SYNTHETIC DIGITAL SOLUTIONS**  
**Technical Designer - Product Features**  
Currently design and implement interactive features for immersive simulation products on an interdisciplinary team.  
Focused on delivering meaningful user centric experiences for education and training purposes.  
These products are on a variety of platforms including PC, mobile and VR/AR.
- June 2016 - Nov 2016**     **CORTINA PRODUCTIONS**  
**Interactive Producer**  
Concepted and developed interactive experiences for museums.  
Managed and co-ordinated work between artists, programmers and productions assistants.  
Prototyped and pitched interactive experience concepts to directors and executives based on client feedback.
- June 2015 - Aug 2015**     **WALT DISNEY IMAGINEERING**  
**Creative Technology Intern**  
Created digital tools and products to prototype interactive entertainment experiences installed in the theme parks.  
Worked with internal clients to iterate and improve the digital prototyping process.
- Jan 2016 - May 2016**     **CARNEGIE MELLON UNIVERSITY**  
**Game Design TA for Jesse Schell**  
Critiqued and graded design assignments; was consulted by students.
- June 2012 - June 2014**     **SCROLLMOTION**  
**Software Engineer**  
Worked on the development and design of a single backend solution and content 'library' to unify the content of multiple digital products.  
Developed the base REST API system for upload and download of content for the cloud based mobile app.

## EDUCATION

- 2014 - 2016**     **MASTER OF ENTERTAINMENT TECHNOLOGY**  
**Carnegie Mellon Univeristy - Entertainment Technology Center**  
The ETC is the premiere professional graduate program for interactive entertainment as it's applied across a variety of fields.
- 2008 - 2012**     **B.S. COMPUTATIONAL MEDIA**  
**Georgia Institute of Technology**  
Digital media for creating and engaging with entertainment, education and business.

## SUMMARY

Versatile and driven designer and producer of creative digital products.

Over the past six years, I have worked on a variety of digital products ranging from games to themed entertainment to mobile products.

## SKILLS

### Software

Unity 5   UE4   Autodesk Maya  
Photoshop   InDesign   InVision   Figma

### Programming

Python   C#   C++   Java

### Production Tools

Perforce   Github   Jira   Confluence

## PROJECTS

### PRODUCER/DESIGNER

#### Sony Mobile Virtual Reality Project | CMU

Jan 2016 - May 2016

Designed and produced experimental VR game prototypes for mobile devices.

### TECHNICAL ARTIST

#### Elizabeth Forward Middle School

#### Energy Lab Installation | CMU

Aug 2016 - Dec 2016

Created a terrain simulation, a secondary audience experience, and the networked competition system.

### PRODUCER

#### Mountainview Elementary School

#### Educational Mobile Game | CMU

Jan 2015 - May 2015

Managed client expectations and constantly communicated between the client and the team. Designed, scheduled, setup and ran several playtests for children.

### DESIGNER - TANGIBLE MEDIA

#### Stubbins Gallery Exhibit @GATech

Jan 2012 - May 2012

Exhibit installation of an embodied fish puppet + connected bird projection. Programmed the virtual bird control mappings and designed the embodied puppet.