

VIVEK VIDYASAGARAN

Programmer | Designer

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EDUCATION | CARNEGIE MELLON UNIVERSITY 2014 - 2016

Masters in Entertainment Technology

VELLORE INSTITUTE OF TECHNOLOGY 2010 - 2014

Bachelor of Technology in Computer Science and Engineering

SKILLS | Python, Unity, C#, C++, CUDA

INTERNSHIPS | GOOGLE SUMMER OF CODE 2014

INTERNATIONAL NEUROINFORMATICS COORDINATION FACILITY SUMMER 2014

Worked on a Neural Circuit Simulator called MOOSE. Implemented a parallel algorithm in CUDA for simulating current flow between different neurons in a brain.

MOBILE GAME TO TEACH RELATIVISTIC PHYSICS

CMU ETC, PITTSBURGH SUMMER 2015 – SPRING 2016

Creating a mobile educational game that gives players an intuitive understanding of the effects of relativistic physics like space contraction and time dilation. Uses the mobile phone's accelerometer and gyroscope for velocity tracking

PROJECTS | INTERNET: CONNECTED BALLS, CMU ETC, SILICON VALLEY SPRING 2016

An internet of things project to design and develop smart, networked beach balls for use in concert as well as home environments. I was an embedded systems programmer and experience designer on the team.

GARDEN: MIXED REALITY EXPERIENCE, CMU ETC, SILICON VALLEY FALL 2015

A Minecraft style world-in-your room concept using Google's Project Tango to immerse players into a virtual representation of the real world and play through a simple game. Uses Project Tango's depth sensing to generate a voxel world corresponding to the real world. Featured in the Android App Store.

INTERACTIVE CHILDREN'S EXHIBIT, CMU ETC, PITTSBURGH WINTER 2015

An interactive exhibit to be installed in a children's museum that uses a top-down projection system and a Kinect sensor to get kids to exercise through play. I did part of the gameplay programming and worked on the Kinect sensing technology.

THE BEAT, THE STEP AND THE COWBOYS, CMU ETC, PITTSBURGH WINTER 2015

A fast paced turn-based rhythm game made for Global Game Jam 2015. Featured in Rock Paper Shotgun and will soon be available on steam!

INTO THE DARK, CMU ETC, PITTSBURGH FALL 2014

An Oculus Rift experience where guests play the role of a bat flying through a cave catching bugs. Uses custom shaders and a unique sound input system simulating echolocation.

ACHIEVEMENTS | Biked 3600 miles from San Francisco, CA to Durham, NC over 2 months.