

New York University - Master of Fine Arts in Game Design
Full Sail University - Bachelors of Science in Game Arts

May 2018
May 2015

Objective: To contribute expertise in UX research, UI design, and 3D interactive art to an academic or research-focused institution. With a strong foundation in human-centered design and 3D art pipelines, I seek to engage in projects that challenge conventional design practices, enhance user engagement, and provide insights into the future of digital and interactive media. My goal is to collaborate with multidisciplinary teams to advance human-computer interaction and develop innovative design solutions.

Teaching Experience

Lightkeeper's International (NY) – **STEAM Instructor**

November 2024 – Present

- Develop and implement **STEAM-based** curricula integrating arts, engineering, and robotics for middle school students at **PS310, Nest+m & SCC**.
- Teach **3D modeling, digital fabrication, and interactive media** using tools like **Scratch 3D, TinkerCad, and STEAM Robotics**.
- Foster collaboration with educators and program directors to enhance project-based learning environments.

Pratt Institute (NY) – **Visiting Instructor**

September 2023 – Present

- Designed and delivered engaging, inclusive course content for diverse students, providing mentorship and feedback.
- Taught courses in **3D Modeling, Lighting & Texturing, Character Creation, and Project Studio**.
- Instructed students in industry-standard software such as **Maya, ZBrush, Substance Painter/Designer, and Unity**.
- Guided students in advanced techniques, including **topology optimization, UV mapping, procedural texturing, and real-time lighting** engine implementation.
- Supervised capstone projects, ensuring students applied theoretical knowledge to develop portfolio-ready animatics..

New York University (NY) – **Teaching Assistant**

September 2017 – December 2017

- Assisted in Games 101, covering the history, theory, and mechanics of physical and digital games.
- Facilitated discussions, analyzed gameplay mechanics, and supported students in assignments and presentations.

NuVu Innovation School (MA) – **Visiting Coach**

August 2019

- Developed and taught an immersive 3D game asset creation curriculum for middle school students using **MagicaVoxel**.
- Designed project-based learning experiences that encouraged creativity and problem-solving.

Research Experience

Columbia University CGUI Lab (NY) – Research Assistant

June 2018 – July 2019

- Led the design and development of **user interfaces, logos, and branding** for the **An[0]ther {AI}** seminar website.
 - Oversaw multiple undergraduate AR projects, guiding students from conceptualization to implementation.
 - Conducted usability testing and iterative design improvements to enhance digital tools.
 - Contributed to research discussions on **AI-driven UX design** and **interactive media** applications.
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Industry Experience

ABXR Studios (NY) – UX/UI Designer & Animation Artist

May 2019 – November 2021

- Developed a **3D pipeline** for AI-enabled XR mobile applications.
- Designed **user interfaces** and implemented innovative **UX solutions**.

Avalanche Studio (NY) – 3D Art Intern

June 2017 – September 2017

- Created environmental props for **Just Cause 4**.
- Integrated assets into the game engine for optimization.

CelleC Games (FL) – 2D Artist Intern

April 2015 – July 2015

- Designed **2D environments and props** for children's educational mobile games.
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Skills:

Technical Skills:

- **3D Modeling & Sculpting:** Maya, ZBrush
- **3D Texturing/PBR:** Substance Painter/Designer, Photoshop, Illustrator
- **Lighting & Particle Systems:** Unity, After Effects
- **Research & Development:** UX, UI, Figma, Adobe XD
- **Prototyping & Design Strategy:** Low/High-Fidelity Prototypes

Collaboration & Communication:

- **Cross-functional Collaboration:** Asana, Miro, Jira
- **Reporting & Documentation:** Google Suite
- **Languages:** English, Bengali, Hindi