

Natasha Kelkar

(484) 695 1019

www.natashakelkar.net

natasha.kelkar@gmail.com

510 S.Highland Ave, Apt #5
Pittsburgh, PA 15206

Education:

Masters in Entertainment Technology

2007-2009

Carnegie Mellon University, Pittsburgh, PA

A multidisciplinary masters program that combines fine art and technology.

Bachelors in Computer Engineering

2003-2007

V.E.S. Institute of Technology, Mumbai, India

Work Experience:

Evil Genius Designs

May 2009 - Present

Systems Engineer, Founding Member

- Built a cell-phone based platform that was considered path-breaking in the field of social gaming.
- Created interactive flash games combining media with cellular technology.
- Created a show control system using Autoit that remotely managed games, images and movies.
- Assisted in brand creation, sales and marketing of product at themed entertainment conference IAAPA.

Tools Intern, Tata ELXSI Visual Computing Labs (Mumbai)

June 2008 - Aug 2008

- Learnt a great deal about the Indian animation industry.
- Developed lighting tools to help artists better manage the lights in a scene.
- Developed rendering tools to easily create various light and render passes.

Academic Experience:

Get in Line, Student Pitched Project

Fall 2008 - Spring 2009

Programmer/ Computer Engineer

- Created a cell-phone based queue entertainment system that engaged guests while they wait in long lines.
- Prototyped and developed an online achievement and avatar system.
- On graduation, spun it off into a company, Evil Genius Designs.

Robot Hall of Fame, Carnegie Science Center

Spring 2008

Programmer/ Computer Engineer

- Developed Star Wars themed interactive exhibit where guests could interact with C-3PO and get their picture taken with their favorite robots as a souvenir from the Carnegie Science Center.
- Was the sole programmer on the team and delivered the exhibit to the client in 12 weeks.

Building Virtual Worlds

Fall 2007

3D Modeler/ Producer

- Designed and created five immersive virtual worlds in one semester in two week cycles using multiple computer-based platforms.
- Teaching Assistant in the following year. Undertook tutorials and assisted students with 3DS Max.

Skills:

Programming Languages: C, C++, Java, MEL, PHP, Actionscript 3.0/2.0, Autoit.

Software Packages: Maya, 3D Studio Max, Adobe Flash CS3.

Achievements:

- Robot Hall of Fame exhibit is a current installation at the Carnegie Science Center as part of RoboWorld.
- Get in Line was a finalist at Pittsburgh Innovates 2008.
- Get in Line was awarded a thistle by Carnegie Mellon University's Student Newspaper, The Tartan for showcasing multiple interactive games at the Spring Carnival in 2009.
- Successfully implemented Get In Line as a product of Evil Genius Designs at the Penny Arcade Expo (PAX) 2009. Entertained 6 lines of over 6000 people for 2 hours each over 3 days.