

SAYLEE BHIDE

Technical Artist

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www.sayleebhide.com

Skills

3D: Maya, Substance Painter, ZBrush

2D: Procreate, Sketchbook Pro, Photoshop, Illustrator, After Effects, Figma, Sketch

Languages: Java, C++, Python, C#, MEL, PyMEL

Libraries: OpenGL, OpenCV, Vuforia SDK

Game Engines: Unity, Unreal Engine

Mixed Reality: HTC Vive, Microsoft HoloLens, Faceware LIVE, Microsoft Kinect, Magic Leap

Version Control: Perforce

Education

MASTER OF ENTERTAINMENT TECHNOLOGY

Carnegie Mellon University - Entertainment Technology Center (CMU - ETC)
Pittsburgh, USA | Graduating in May 2021

MS IN COMPUTER SCIENCE

Rochester Institute of Technology (RIT)
Rochester, USA
Graduated in May 2019 | GPA: 3.69/4.0

B TECH IN COMPUTER SCIENCE

Jawaharlal Nehru Technological University
India | Graduated in May 2016 | GPA: 3.6/4.0

Coursework

Character Rigging for Production

Introduction to 3D Animation Pipeline

Visual Storytelling

Foundations of Computer Graphics

Computer Animation: Algorithms and Techniques

Computational Geometry

Global Illumination

Advanced Computer Vision

Algorithms and Data Structures

Computational Problem Solving

Data Structures through C++

Work Experience

TECHNICAL ART RESEARCH ASSISTANT

MAGIC, RIT, Rochester, NY | January 2018 - May 2019

Development of 3D Face Models, User Interface and framework for real time facial mo-cap using Maya, Unity and Faceware LIVE.

2D-3D ART TEACHING ASSISTANT

NHSGA, CMU, Pittsburgh, PA | June 2020 - August 2020

Teaching and mentoring students in principles of 2D and 3D Art pipeline. Taught User Interface for Game Design, Principles of Design and Technical Art workshop

INTERACTION DESIGN STUDIO - 1 TEACHING ASSISTANT

Human Computer Interaction Institute, CMU, Pittsburgh, PA | August 2020 - Present

Assisting instructors with facilitating discussions and critiquing projects involving design methodologies like sketching, storyboarding, wireframing and prototyping.

Projects

INTERACTIVE ACADEMY - INANIMATE ALICE

Lead Artist | CMU - ETC, Pittsburgh, PA | August 2020 - Present

Designing 2D UI and 3D worlds in Adobe suite and Maya for an interactive 2D point and click experience aimed at middle school students to spark interest in STEAM.

INTRODUCTION TO 3D ANIMATION PIPELINE

Technical Artist | CMU - ETC, Pittsburgh, PA | May 2020

Modeling, Texturing, Rigging and Animating a superhero human figure using Maya, ZBrush and Substance Painter.

2D-3D ARTIST, BUILDING VIRTUAL WORLDS

CMU - ETC, Pittsburgh, PA | December 2019

Modeled, Rigged, Textured and Animated 3D and 2D Assets in Maya and Adobe Suite for two-week VR/AR Experiences using HTC Vive, Magic Leap and Kinect.

EXPERIMENTAL ANALYSIS OF SPATIAL SOUND FOR STORYTELLING IN VR

Programmer | RIT, Rochester, NY | May 2019

Analyzed the importance and storytelling potential of spatial sound in a virtual game environment. Built models using Blueprint visual scripting in Unreal Engine.

FACIAL MODELS FOR REAL-TIME FACIAL MOTION CAPTURE

Technical Artist | RIT, Rochester, NY | May 2018

As a part of Independent Study, reworked blend shapes of face models in Maya for using with the facial motion capture system Faceware LIVE; Set up other Maya models in Unity3D. Exhibited at ImagineRIT 2018.

A STORY IN UNITY – “THE FALL”

Technical Artist, Animator | RIT, Rochester, NY | December 2017

Produced an animated feature “The Fall” using Unity3D. Created terrains, 3D assets, texturing, camera animation, visual effects and C# scripting.

Publications

1. Bhide, S., Goins, E., & Geigel, J. (2019, November). Experimental Analysis of Spatial Sound for Storytelling in Virtual Reality. In International Conference on Interactive Digital Storytelling (pp. 3-7). Springer, Cham.