

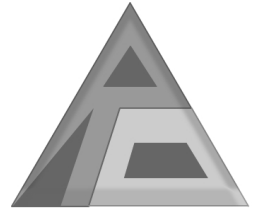
Rahul Azad

139 S Fairmount Street, #2, Pittsburgh, PA 15206

Email: rahul@theartcreator.com

Website: www.theartcreator.com

Phone: 412-587-2149



Profile

Experience in production and design with an aptitude for learning and problem solving.

Education

Carnegie Mellon – Entertainment Technology Center (ETC) **Aug 2009 - May 2011**

Masters in Entertainment Technology - a dual degree in
Master in Computer Science and Masters in Fine Arts.

Art Institute of Pittsburgh **Jan 1999 - Sep 2001**

Associate in Computer Animation

University of Bombay **Jun 1994 - Jun 1998**

Bachelors in Psychology and Philosophy

Experience

Schell Games **Jan 2011 - Current**

Designer - Intern

Part of a design team developing online and offline game for a new line of product to be introduced in October. Design Flash based UI prototypes for implementing in online game. Design games to be played on the remote with the robots and assist with play testing and keeping track of the project progress.

Lockheed Martin **Aug 2010 - Dec 2010**

Co-Producer/ Designer

Design an intuitive user interface for users, in a project, which aims to find the potential benefits of using Stereoscopic 3D for Data Visualization.

Brainstorm and provide innovative ideas to the team on how best to design the project using given limitations.

The Electric Company - Sesame Workshop **Jan 2010 - July 2010**

Producer/3D Designer/Sound Designer - Intern

“Electric Racer” now published on [The Electric Company’s website](#)

Produced a collaborative, literacy game for kids age 6-9. Planned, coordinated and helped attain important milestones for the team. Made sure all deadlines were met. Design and develop various 3D artwork and implement the complex interface for the game.

Computers for Youth **July 2010 - Sep 2010**

Producer/Designer - Consultant

Coordinate and assemble a team to develop an application, which consolidated and categorized various computer games and applications installed.

Designed and developed a unique and intuitive interface for the application which is now being deployed in over 20,000 machines across New York and Los Angeles

Understand**Feb 2009 - July 2009****3D/Flash Designer - Consultant**

Develop complex medical animations based on storyboards provided by medical experts, for healthcare and medical professionals. These animations were used for training, patient education and demonstrations purposes.

Collaborate with medical experts to find ways on how best to represent and explain the complex information using simple and easy to understand animation.

Legal Arts**Feb 2007 - Feb 2009****Senior 2D/3D Designer**

Work with the art director to create print, and computer based visuals for litigation purposes.

Read and explain complex patents of various technologies in question and then design visuals based on those patent, which explained how the technology works to the jurors.

Provide hardware, software and networking IT support for the attorneys in trial and in-house.

ScienceMedia**July 2004 - Jan 2007****Senior 2D/3D Designer**

Design and develop complex e-learning modules based on storyboards provided by medical experts. These modules were used to train sales people of the pharmaceutical companies. The modules were incorporated into the Learning Management System of the company.

Work directly with the medical director on various projects and lead a 5-person team of developers and artist.

University of Pittsburgh Medical Center**Sep 2002 - June 2004****2D/3D Designer**

Work closely with surgeons and doctors to create e-learning 3D tutorials for patient education to aid understanding about various procedures and surgeries.

Attend, examine and research complex surgeries and procedures to re-create them in 3D which were then uploaded to the doctors website

Work with the manager to manage deliverables, present milestone developments, and gather feedback for surgeon and implement their recommendations.

Record, edit, composite and compile sound and video for web purposes.

Computer Skills**3D/Graphics/Utility**

Maya, 3D Max, Lightwave, Poser, Flash, Photoshop, Illustrator, InDesign, CorelDraw, Freehand Word, PowerPoint, Excel

Video/Sound

AfterEffects, Premier, Audition, Sound Booth, Sound Forge

Web/Programming

Dreamweaver, Action Script 3 (Intermediate), HTML

Tech

Build computers, Hardware/Software debugging, Routers, Wireless Networks, Printers, Window Home Server