

SOUNAK GHOSH

3D Designer + XR Prototyper

Experience

3D Designer (Unreal Engine) – CREATE Lab @ NYU Steinhardt (Jan 2021 – May 2022)

- Creating 3D assets for VR simulations to apply cellular biology to middle schoolers
- Applying meshes, materials, shaders and particle systems in UE4
- Optimizing draw calls by managing polygon budget, texture size, meshes, material instancing, and render pipeline settings
- Using Blueprints to add interactions and create level design tools
- Making prototypes to communicate ideas to researchers and designing iteratively

Teaching Assistant – Radical Ecologies @ NYU Gallatin (Sep 2020 – Dec 2020)

- Organized and lead workshops in photogrammetry and GIS data visualization
- Mentored undergraduate students in 3D animation using Maya, data visualization using Mapbox and photogrammetry using Metashape
- Assisted professors with compiling teaching material and resources for lectures
- Developed the website for showcasing final projects of the class

3D Artist – The Glimpse Group LLC (Nov 2019 – April 2020)

- Built 3D environments, assets and avatars for various enterprise VR/AR apps related to training, collaboration, architecture, and marketing.
- Implemented a 3D pipeline and optimized VR development (3D modeling, UVs, texturing, rigging, and animation)
- Optimized draw calls by managing polygon budget, texture size, LODs, mesh & material instancing, custom shaders
- Designed diegetic and non-diegetic user interfaces in VR
- Researched and implemented UX strategies for XR development

Camera Operator – Donatello Arm (Nov 2018 – Sep 2019)

- Operated a motion control rig that executes choreographed camera movements to shoot footage for advertising projects
- Managed set lighting equipment, green screens and backdrops
- Editing video footage in Premiere and After Effects
- Assisted with production tasks, inventory and fabrication of props
- Trained new operators on how to maneuver the motion control rig

3D Generalist – Avolve Innovations LLC (Jan 2018 – June 2019)

- Designed levels and concepts for a VR game about plastic pollution in the ocean
- Created 3D assets and environments using Maya, Substance Painter and Unity (modeling, texturing, UVs, lighting, rigging, animation, materials)
- Produced and edited trailers and other promotional videos for marketing
- Pitched the game at conferences and festivals to build an audience and fundraise for the Kickstarter campaign

Interests

VR, Embodiment, Perception & Cognition, HCI, Healthcare, XR for Training,

Contact

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Education

(2020 - 2022)

NYU Tandon School of Engineering

MSc Integrated Digital Media

GPA 3.90

(2013-2017)

Savannah College of Art and Design

BFA Animation & Visual Effects

GPA 3.68

Software Proficiency

Unity, Unreal Engine, Maya, Blender, 3DS Max, Gravity Sketch, Shapes XR, Substance Painter/Designer, ZBrush, After Effects, Premiere, Photoshop, Figma, Webflow

Skills

3D Art/Film

Modelling, Sculpting, Texturing, Animation, Lighting, Photogrammetry, Motion capture, Virtual Production, Video Editing, Cinematography

UX/Development

C# (Unity), Prototyping, Interaction Design, User testing, Level Design, Shaders, Blueprints, Git, WebXR, HTML/CSS, JavaScript, A-Frame, APIs

Achievements

Most Forward Thinking Pitch @
Human Performance Hackathon 2022

Finalist @ Cornell Health Hack 2022

Children's Favorite Game in BCI
Game Jam 21 @ University of Calgary

Best Research App in XR Brain Jam
hackathon @ G4C Festival 2021