

# DEVIKA SANTOSH

## Experience Designer and Creative Technologist

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### EDUCATION

#### CARNEGIE MELLON UNIVERSITY – Pittsburgh, PA

Aug 2024 - Present

Master of Entertainment Technology

#### VELLORE INSTITUTE OF TECHNOLOGY – Chennai, India

Oct 2020 – May 2024

Bachelor of Technology | Computer Science and Engineering, with a specialization in AI and ML

### WORK EXPERIENCE

#### Head Teaching Assistant - Visual Storytelling and Nonverbal Narratives

August - December 2025

- Assisted running the class, provided feedback and assistance on students' projects, managed team formation and attendance, headed weekly faculty-TA meetings, ensured tasks were on track for other TAs.

#### AR/VR Intern - Bosch und Siemens Hausgeräte, India

June - July 2023

- Collaborated with industrial design and UX research teams to visualize product design concepts, (Color-Material-Finish, Lighting and Rendering, and Consumer Pain Points) for household appliances using AR.
- Reduced the need for a physical prototype of all variations during the UX customer-testing phase.
- Explored VR in industrial design through physics simulations and visualizations of force, drag, etc.
- Participated in design thinking workshops, helped conduct surveys for UX research diary studies.

### RELEVANT PROJECTS

#### Producer - Mid-Way ([View here](#))

- Handling client relations, budgeting, and ordering equipment for a team developing a minimum viable product for the Heinz History Center's 2027 exhibit on Western Pennsylvania's amusement park heritage.

#### UI/UX Designer - BusyBurgh - Little Owl Construction Co. ([View here](#))

- Created user personas, user journey maps, wireframes, flows, prototypes (paper, low-fidelity, high-fidelity), and all UI assets for an experience that teaches middle-schoolers about career opportunities in the entertainment technology industry through creating their own animatronic puppet show.
- Designed the UI for all five workstations - programming, art, sound design, lighting, and facilitator.
- Also programmed the lighting station frontend to work with a DMX control backend. Iterated extensively with the programmer and through playtests.

#### Narrative/Experience Design and Prop Graphic Fabrication - Titanic the Musical Pre-Show ([View here](#))

- Experience Design:** Designed user journeys and audience personas.
- Narrative Design:** Wrote personalized fictional accounts as the characters. Finalized props and created audio scripts that best fit the narrative.
- Fabrication:** Graphic design for vintage props on Figma. 3D printed old handset receivers for speakers.

#### Experience Design - CMU 53613 ([View here](#))

- Worked in a team of 5 to create projection mapping, binaural audio recordings, artistic DMX light shows, an escape room in a space with embedded electronic sensors, and a dark ride.

### EXTRACURRICULARS

#### Livestream Director - CMU ETC Fall Festival 2025

December 2025

CMU Spring Carnival Booth - Helped create animatronic flowers for an escape room - won first place

April 2025

Chief Designer – The Scientific Teen – international non-profit STEM magazine

2022 – 2025

Content and Media Department Lead – HackClub VIT Chennai

2022 –2023

Design Head – The Capsule, college magazine, VIT Chennai

2021 –2022

### COMMENDATIONS

Pittsburgh Global Game Jam 2026 - Best theming and narrative

Toronto Metropolitan University Thrill Design Competition 2025 - Commendations for artistic illustration and technical communication

### SKILLS

#### Programming

Python, Java, C#, SQL, Web Development, Three.js, Arduino

#### 3D Software, XR, Game Development

Blender, Autodesk Maya, Unity

#### Art and Design

UI/UX Design, Design Thinking, Illustration, Figma, Procreate, HeavyM

#### Adobe

Illustrator, Photoshop, InDesign, Premiere Pro, Substance Painter

#### Management

Perforce, Jira, Microsoft Office

#### Others

Narrative Design, Experience Design, Content Writing, User Research