

DEVIKA SANTOSH

Experience Designer and Creative Technologist

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<https://www.linkedin.com/in/devikasantosh/> | <https://devikasantosh.github.io/DesignPortfolio/>

EDUCATION

CARNEGIE MELLON UNIVERSITY – Pittsburgh, PA
Master of Entertainment Technology

Aug 2024 - May 2026

VELLORE INSTITUTE OF TECHNOLOGY – Chennai, India

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

Oct 2020 – May 2024

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 - a client project for the Heinz History Center ([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 - 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.
- Marketing and Branding: Designed logo and brand identity for team.

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.
- Marketing and Branding:** Designed logo, poster, and half sheet for the team.

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.

Thank You For... - a project for the Children's Museum of Pittsburgh's Kindness Gallery ([View here](#))

- An interactive gratitude wall exhibit for the Kindness Gallery at the Children's Museum of Pittsburgh, designed to hit SEL goals, so children can better recognize other people's actions and develop gratitude.

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

Experience Design

3D Software, XR, Game Development

Art and Design

Programming

Adobe

Management, Production Tools

Fabrication

Others

SketchUp, Projection Mapping, HeavyM, TouchDesigner

Blender, Autodesk Maya, Unity

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

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

Illustrator, Photoshop, InDesign, Premiere Pro, Substance Painter

Perforce, Jira, Microsoft Office

Laser Cutting, 3D Printing, CAD Modelling, Rapid Prototyping

Narrative Design, Experience Design, Content Writing, User Research

RELEVANT COURSEWORK

Experience Design, Introduction to Physical Fabrication, Learning in Museums, Introduction to 3D Animation, Google - UX Design Professional Certificate, Google - Foundations of Project Management, Kile Ozier's summer Experience Design masterclass