

GRIVA PATEL

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EDUCATION

- Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA** **Aug 2016 - May 2018**
- Master of Entertainment Technology
 - WomenIn Scholarship recipient from AIAS Foundation
- Georgia Institute of Technology, Atlanta, GA** **Aug 2010 - May 2014**
- Bachelor of Science in Computational Media
- IT University of Copenhagen, Copenhagen, Denmark** **Aug 2012 - Dec 2012**
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EXPERIENCE

- codeSpark, Pasadena, CA** **May 2017 - Aug 2017**
Game Design Intern

- Developed the curriculum for a camp to teach game design to 5-9 year old students through their coding app: The Foos
- Designed prototypes for a variables mini-game, enabling students to enhance the gameplay in the sandbox element of the app
- Designed intuitive tutorial levels integrated within the gameplay to familiarize them with a multiplayer snowball fight mini-game
- Implemented the designs with Unity and C#, and led playtesting sessions to test their effectiveness with the target audience

- Digital Media Academy, Pittsburgh, PA** **March 2017 - May 2017**
Curriculum Designer

- Designed a wearable technology course curriculum for 6-17 year old girls for their summer camp
- Leveraged LilyPad Arduino and conductive threads to teach programming and circuits basics

- Liaison Technologies, Alpharetta, GA** **June 2014 - June 2016**
User Interface Developer

- Developed a user interface for data management applications integrating patient information from different databases
- Designed prototypes (wireframes, screen mockups, etc.) for team and client demonstrations
- Participated in and led company-wide recruiting events, developing strong campus relationships with Georgia Tech

- Digital Media Academy, Alpharetta, GA** **Oct 2015 - Feb 2016**
Curriculum Designer

- Designed and developed an online course teaching fundamentals of JavaScript to 10-17 year old students
 - Facilitated the learning of programming concepts through interactive videos, challenges, and quizzes
 - Motivated progression of the course through the development of a Brick Breaker game
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ACADEMIC PROJECTS

- Curiouser, Entertainment Technology Center** **Aug 2017 - Present**
Designer and Programmer

- Developing a Virtual Reality game to teach the importance of functions to middle and high school students
- Designing a teacher's guide and sample lesson plans targeted for students with interest in computer science
- Leveraging the rapidly upcoming and growing K-12 Computer Science Framework for better acceptance among schools

- ArithMagic, Entertainment Technology Center** **Jan 2017 - May 2017**
Designer and Producer

- Gathered first hand playtesting data to understand special needs children cognition and information about their math grade
 - Evaluated fundamental characteristics existing in current iPad games to analyze the mechanics best suited for our game
 - Conducted weekly client meetings to establish and expectations and deliverables to meet the project goals
 - Developed a game focusing on rapid practice of addition and subtraction exercises
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SKILLS

- Designing:** Unity, Maya, Photoshop, Illustrator, InDesign, After Effects
Programming: C#, Python, Processing, JavaScript, AngularJS, HTML5, CSS3
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LEADERSHIP

- Entertainment Technology Center, Carnegie Mellon University** **Aug 2017 - Present**
Head Teaching Assistant for Building Virtual Worlds

- Managing 78 students with a co-head TA and a team of 11 TAs for the class taught by Jesse Schell and Dave Culyba
- Helping familiarize the incoming students with the technologies and platforms used in the Building Virtual Worlds class
- Providing feedback to students to support their learning and professional development in the entertainment industry