Deeptika S. Mandha

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EDUCATION

Carnegie Mellon University   Pittsburgh, PA
BHA Information Systems and Art   August 2023 - May 2027
Relevant Coursework: Fundamentals of Programming and CS, Principles of Imperative Computation

SKILLS

Programming: Python, C, C# Scripting
Applications: Adobe Suite, Unity, Blender, Figma, Miro, Substance Painter, VS Code

RELEVANT EXPERIENCE

CMU Center for Transformational Play   Pittsburgh, PA
Game Artist/Animator   January 2025 - Present
- Working on building a gameified mental health app for middle school students through support from CMU Human Computer Interaction Institute, RAND Corporation, and an undisclosed health network
- Creating playable prototype assets through Figma, Adobe Suite, and mood boarding through Miro to later implement in Unity

Games For Love   Remote
Game Art Intern   July 2024 - Present
- Working within teams to create deliverable games for monthly Game Jams
- Creating game-engine-ready art assets in different styles, such as pixel art

NOTABLE ACTIVITIES

Lunar Gala   Pittsburgh, PA
Member of Motion Design   September 2024 - Present
- Working with designers to create theme-based animations for the largest fashion event in Pittsburgh
- Modeling and texturing 3D animated motion backdrops in Blender

CMU Jiya   Pittsburgh, PA
Creative Manager   May 2024 - Present
- Design and promote content for competitive dance team, manage accounts, and manage set design and production ideation

PROJECTS

Color Mixer! : *Unity, VS Code, C#*   January 2025
- Reimagined Asteroids game where players shoot RGB assets to match a color goal through modified scripting from given base code

RoboGirl : *Blender, Substance Painter, Mixamo, Unity*   December 2024
- Avatar character modeled, textured, and rigged to be a game-engine-ready animated asset

Tangrams : *Python, Object-Oriented Programming*   April 2024
- Drag and drop game where users move fragments to build the given shape goal