

Apurv Rayate

Creative Technologist & Game Developer

apurvrayate.com

I am a recent graduate of the Design + Technology program at Parsons School of Design in NYC. I have experience working as a creative technologist and front-end developer at SAP Labs for the past year and have also contributed to multiple research projects working with Masters students and professors over my last four years at Parsons.

Experience

Oct 2023 - Present

Software Developer - Mastercard

Working on front-end development with Angular and Interaction Design within Mastercard's Cyber Intelligence Team.

June 2022 - May 2023

Design Technologist Intern - SAP Labs US

Predictive Chart Demo: Used Figma and Framer to build interactive 3d data visualizations using SAP data. Developed browser-based prototype using React.js, three.js and Typescript. Created user flows and wireframes in Figma.

Data Visualization Report: Conducted UX Research on time-based data visualization techniques and wrote a report documenting them.

Interactive Framer Components: Created sliders, navbars and other smaller components in React for Framer demos on Digital Finance.

Lobby Installation Prototyping: Used Processing and TouchDesigner to prototype interactive installation for SAP's Palo Alto Office Lobby. Used SAP text-based data to create dynamic visuals. Implemented interaction using Open CV and Microsoft Kinect sensor.

Nov 2021 - May 2023

Research Assistant (Unity Developer) - Cloud Theory

Project by Colleen Macklin (Game Designer and Program Director MFA Design + Technology):
Live GPT model in Unity: Implemented live connection from GPT-Neo model hosted on HuggingFace to cloud watching game Cloud Theory in Unity. This enabled the game to have a generative story that was created live by a custom text-generation model. Conducted tests with connecting Unity to the ChatGPT API.

Text-to-speech in Unity: Used RTVoice plugin to convert dialogue in the game to text-to-speech using AI Voices.

Procedural + Non-linear narrative design: Created and implemented custom prompt-based narrative system for Cloud Theory inside Unity.

Mar 2022 - June 2022

Research Assistant (Creative Developer) - p5.party

Project by Justin Bakse (Creative Coder, Developer and Educator):
Created demos and exercises for the p5.party library in p5.js. Helped design a curriculum and documentation for students creating a multiplayer experience for the first time using the library.

Nov 2021 - May 2022

DT Study Tutor - Parsons Design + Technology

Troubleshooted errors and debugged issues with student projects at Parsons DT. Helped students understand simple programming paradigms in Javascript and Unity.

Education

2019-2023

Parsons School of Design

BFA Design + Technology

2021-2022

Cornell Tech

Product + PiTech Studio

Awards

Deans List (Fall 2019 to Spring 2023)

Graduated with Honors and Departmental Honors

Overall Winner - Parsons DT Game Jam 2022

Special Mention, Visual Arts - IBM Quantum Jam 2021

rayateapurv@gmail.com

(732) - 997 - 2929

github.com/rayateapurv

Skills

Tech

HTML/CSS/Javascript

React.js/Angular.js

Three.js

Framer.js

D3.js

ml5.js

p5.js

C#

Processing

Python

OpenCV

GPT

Arduino/PComp

GLSL

Software

Unity

TouchDesigner

Figma

Cinema 4D

Photoshop

Illustrator

InDesign

Premiere Pro

Professional

UX Research

Wireframes

Content Writing

MS Suite

Language

English

Hindi

Marathi

Japanese (conversational)

German (conversational)

Interests

Climate Change

Indian Classical Music

Languages

Creative Writing

Board Games

Trees and Forests

Social Dynamics

Tech Art

Anime