

Hello. I'm Baaria Chaudhary.

I'm a VR / AR developer, who is primarily based in Unity3D. I've been creating immersive experiences for 2 years. I love using the open-ended magic of Unity to create worlds I'd thought I'd never see. Looking for opportunities to work with good people & ideas out of the ordinary.

Skills

Rapid Prototyping
Project Management
Interactive Design
Design Thinking
Story Development

Tools

Unity 3D	Vuforia
HTC Vive	Photoshop
Oculus	Illustrator
C#	Muse
Python	HTML/CSS

Languages

English	NATIVE
Urdu	FLUENT
Spanish	INTERMEDIATE
Mandarin	INTERMEDIATE

Education

2017 | **B.S.**
INTERACTIVE MEDIA ARTS
NEW YORK UNIVERSITY
New York City | Shanghai, China

THESIS:
Immersion & Virtual Reality

Contact

Call 732-570-6546
Write baaria@nyu.edu
Visit <http://baaria.ch>
Connect [linkedin.com/in/baaria](https://www.linkedin.com/in/baaria)

Experience

2017 - PRESENT

CO-FOUNDER / CREATIVE LEAD

intern019 | intern019.com

intern019 is a mixed reality studio that creates whimsical interactive experiences for PC & mobile. Our projects range from live mixed reality performances to participatory VR experiences, from postcards to AI experiments.

JUNE 2017 TO DECEMBER 2017

UNITY DEVELOPER

Love8 Media | **New York, New York**

Developed interactive systems & plugins in Unity for VR / AR storytelling. Programmed several mobile VR demos for both iOS & Android. Collaborated with artists to create interactive apps.

Projects

2018

PERSONALAND: ZEN GARDEN

VR Developer

Personaland is the digital home of the artist Stewart Wilson's sculptures: the Personas. Crowdfunding in June 2018.

2017

PAWN VR

Creative Lead / VR Developer

Pawn VR was a live, interactive participatory experience created at & presented at AdWeek NYC 2017 in Times Square. By photoscanning participants and transforming them into 3D chess pawns, we created a playable VR chessboard.

2017

SURROGATE

Unity Developer

"Surrogate" is a mixed reality music and dance performance presented at the Science & Technology Museum in Shanghai, China.