

Baaria Chaudhary

Portfolio: <http://baaria.ch>
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I create fun and weird experiences that challenge the reality we live in with VR/AR.

EDUCATION

NEW YORK UNIVERSITY
Interactive Media Arts, B.S.
2013 - 2017

SELECTED COURSEWORK:

Immersive Worlds
Mixed Reality Storytelling
Minimum Viable Product
Collaborative Design Design Thinking
Digital Media Workshop
New Media Research

SKILLS

Rapid Prototyping
Interactive Design
Project Management
Story Development

TECHNOLOGIES

Vuforia
HTC Vive
Oculus Rift
Google Tango
Google Cardboard
3D Printing

MULTIMEDIA

Adobe Creative Suite
[Muse, InDesign, After Effects, Illustrator, Photoshops]
Rhino, Blender 3D

PROGRAMMING

Processing, Arduino
Unity3D, C#
Python

WEB DEV.

Javascript
HTML/CSS
jQuery. Tone.js, p5.js

LANGUAGES

English, NATIVE
Urdu, FLUENT
Spanish, INTERMEDIATE
Chinese, INTERMEDIATE

EXPERIENCE

UNITY DEVELOPER, love8 media
www.love8.us

Developed interactive systems for storytelling in AR and VR. Programmed, debugged, and playtested different projects within Unity. Collaborated with artists to create interactive works.

AUGUST 2017 - PRESENT
New York, New York

CO-FOUNDER, intern019 art collective
www.intern019.com

Created an art collective that specializes in mixed reality experiences as well as graphic design. Projects range from custom art prints and postcards to live mixed reality performances and virtual reality.

MAY 2017 - PRESENT
New York, New York

CURATOR, AllThingsVR
www.allthingsvr.co

Researched and curated articles of interest for the weekly newsletter, AllThingsVR. Wrote compelling summaries and opinions on each article. Managed social media accounts, Tumblr and Twitter.

FEBRUARY 2017 - APRIL 2017
New York, New York

TECH NEWS REPORTER, Silicon NYC
www.silicon.nyc

Reported on developments in technology and emerging startups, with a hyper-local focus on the New York City area. Learned how to write for marketing purposes and SEO optimization.

JUNE 2016 - DECEMBER 2016
New York, New York

DESIGN & DIGITAL MARKETING INTERN
www.dezshira.com, Dezan Shira & Associates

Outlined brand design guide and logo creation of sub-brand, Knowledge Sharing Platform. Composed publicity material, magazine illustrations, and promotional flyers using Adobe Creative Suite. Learned how to implement brand strategy and design.

FEBRUARY 2016 - MAY 2016
Shanghai, China

SUBMISSIONS INTERN, The Webby Awards
www.webbyawards.com

Audited submissions (websites, apps, shorts, VR and experimental sites, etc.) for the 20th annual Webby Awards. Gained a broad exposure and uniquely nuanced perspective to the new media landscape.

SEPTEMBER 2015 - JANUARY 2016
New York, New York

PROJECTS

SURROGATE, Unity Developer / Tech Support

"Surrogate" is a mixed reality music and dance performance, presented at the Science and Technology Museum on May 20th. In the three-scene performance, virtual elements combine with the real in an immersive visual and audio show.

May 2017

THE LIBRARY, Independent Developer

The Library is an exploratory VR experience in which the user is immersed in an eclectic collection of books, mirrors, and worlds. The Library is a thought experiment in immersion and the concept of getting 'lost' in a book. Built using Unity and HTC Vive.

April 2017 (ongoing)

THERAPY VR, Lead Unity/VR Developer

City Therapy VR is a low-cost, accessible virtual reality physical therapy treatment game. Built using Unity3D, Google Cardboard, Blender, and Arduino.

HackNYU 2017

STACK, Product Designer

Built a design and prototyping tool for the visually impaired, combining the built-in ridges and simplicity of Lego blocks with a camera and code to capture and translate the physical design into a digital format that is easily shareable. Built using Unity and Processing OpenCV software. Winner of HackNYU 2016, Assisted Technology Track.

HackNYU 2016