Mudit Gupta
Senior Creative Engineer

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I'm happiest at the intersection of software development, hardware engineering, digital fabrication and interaction design. I have a strong background in the prototyping and development of interactive experiences that delight.

Experience

Second Story | Senior Engineer L2

2019 - Present

Project Technology Lead on client projects, responsible for architecting the tech approach and managing tech prototyping, development and delivery of all artifacts from the tech team. Collaborating with creative teams to ensure viability of deliverables while meeting project goals. Owning lab R&D initiatives and internal capabilities development tracks.

Second Story | Senior Engineer

2017 - 2019

Project Technology Track Lead on client projects, responsible for collaborating with creative teams to deliver projects. Developed and implemented new development tools for the studio. Participated in client facing and internal sales and capabilities conversations. Planned project installation and final delivery. Responsible for on-site client management

Second Story | Interactive Developer L2

2014 - 2017

Owned engineering and rapid development of projects, problem solving using rapid prototyping and iterative design. Took point on project installation and final delivery. Contributed to numerous internal R&D projects to grow our toolset and capabilities.

Aware Home Research Initiative| Graduate Research Assistant

2012 - 2014

Responsible for aiding and conducting research into smart home devices with a special focus on aiding older/impaired adults. Worked on connected life & home devices.

RoboGalaxy India| Graduate Research Assistant

2012

Responsible for developing a curriculum around robotics to promote STEAM education for grades 3 through 12. Also conducted educational robotics classes for students to prepare them for the International Robotics Olympiad, where we secured several wins.

Education

Georgia Institute of Technology
Master Human Computer Interaction | 2014

Manipal Institute of Technology
Bachelor of Engineering Information Technology | 2011

Skills

Physical Computing
Rapid Prototyping
Experience Design
3D Modeling
Real Time/Generative Graphics
Digital Fabrication
Electrical Design
Mechanical Design
Wearable Tech Prototyping

Tools

JavaScript/web Frameworks
WebGL
Python
C++
Embedded Microcontrollers & platforms
Arduino
TouchDesigner
Fusion360
Eagle CAD

Interests Spring 2020

Machine learning for generative real time graphics
Series Elastic robot actuators
Blender 2.82
Resin 3D Printing at Home
Unity Shaders
3d Depth Cameras