SANDHYA IYER

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Creative storyteller with excellent **organization** and **collaboration** skills. **Passionate about creating immersive interactions** through technology and physical design. **Extremely enthusiastic about learning new skills** and being part of diverse engineering and design teams.

Education:

Aug 2022 - May 2026

The University of Texas at Austin
Bachelor of Science in Arts and Entertainment Technologies, minors in Architectural Studies and Business, GPA: 3.93, University Honors

Work Experience:

Jul 2024 - Aug 2024

Project Management Intern, LF Studios/Life Formations
- Created and organized quality assurance documentation for multiple projects for major theme park clients
- Managed production schedules for animatronics and prototypes
- Developed and updated production process management and methods of organization

Aug 2023 - Present

Facility Assistant, University of Texas RecSports
- Helping oversee 200,000 square feet of recreational space at the largest RecSports facility on UT Austin campus
- Managing equipment loan process for 80+ types of equipment, serving as first point of contact at front desk, and ensuring safe practices in weight room

Jan 2024 – May 2024

Undergraduate Teaching Assistant, Department of Arts and Entertainment Technologies (AET 310: Foundations of Creative Coding -taught by Eric Freeman)

Leadership:

May 2024 - Present

Vice President - External, Texas Theme Park Engineering and Design (TxTPED), UT Austin
- Industry liaison for Themed Entertainment club, setting up presentations from industry speakers, and organizing travel to Orlando for IAAPA Expo and other industry events
- Managing alumni network and corporate sponsors; providing updates to the organization at large about professional development opportunities

Dec 2023 – Apr 2024

Project Director, Final Exam: Campus Conquest Immersive Experience
- Led conceptualization, development, and execution of novel concept immersive board game experience, a first for TxTPED (previous projects included escape rooms, haunted houses)
- Developed new marketing strategies to communicate new experience expectations to guests
- Event opened for 4 days to public, welcomed over 100 guests, and broke even on costs

November 2023

Producer and Concept Artist, TMU Thrill Design Invitational with Universal Creative
- Competed in fast-paced roller coaster and attraction design challenges alongside 4 team members in the international competition
- Created concept art, developed narrative, and presented to jurors from Universal Creative. Our team was specifically commended for creative skills.

Skills + Relevant Coursework:

- Software knowledge: Coding (Java, Java Script, Processing, p5.js), Adobe Creative Suite, Microsoft Office Suite (Word, Excel, PowerPoint), Hog4 (lighting design), Vectorworks, Qlab, Arduino
- Skilled in creating character designs, storyboards, and illustrations
- Coursework in: Theater production, Management, Themed Entertainment, Projection Mapping