

ABHILASHA SWAROOP

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WORK EXPERIENCE

Parsons School Of Design

New York City, NY

Graduate Research Assistant

Apr 2025 - Present

- Collaborating on a research initiative to streamline workflows for processing Lidar-based 3D scans for real-time engines such as Unity and Unreal, working closely with a cross-functional team to optimize the process.
- Developing user-friendly methods to clean and optimize 3D scanned models with minimal technical barriers, targeting accessibility for users with limited 3D software experience

Graduate Teaching Assistant

Jan 2025 - Present

- Supported instruction for a large-format course with ~100 undergraduate students focused on immersive media, interactive storytelling, and digital environments
- Led three hands-on Unity workshops teaching fundamentals of scene building, asset integration, and interactive mechanics; provided real-time troubleshooting and technical guidance

Viacom18 Network – MTV India

Mumbai, IN

Design Intern

Jun 2022 - Jul 2022

- Designed rendered concepts for a new logo of a reality tv show with over 700M views called ‘Splitvilla’
- Ideated and illustrated pixel MTV logos for an upcoming Roadies special NFT launch collaborating with Fully Flatoo
- Created and edited graphics and logos for an upcoming travel tv show ‘What’s Your Venue’

Design Intern

Jul 2021 - Aug 2021

- Conceptualized and rendered a station bug animation for Independence Day, a significant part of which was later aired on television as well as on the mobile app with over 600M viewers
- Illustrated a social media poster to promote an upcoming stand-up comedy show ‘Comedy Basecamp’
- Ideated a concept sketch for an upcoming tv show poster, which was later 3D rendered by other members on the team

EDUCATION

Parsons School of Design – The New School

New York, NY

Master of Fine Arts in Design and Technology

Graduation Date: May 2025

Srishti Institute of Art, Design, and Technology

Bengaluru, IN

Bachelor of Design in Creative and Applied Computation

Graduation Date: Apr 2023

PROJECT EXPERIENCE

Last Night

New York, NY

Thesis Project (on going)

- Designing and developing a web-based open-world experience that explores environmental storytelling through indexical, spatial, and ambient narrative techniques
- Integrated custom 3D assets and optimized interactive environments in Blender and Unity, enhancing user immersion and performance across web-based platforms

Mushy's Realm

New York, NY

Animation, Graphic Novel, Data Story

- Designed and modeled a stylized 3D character for an animated short film exploring the theme of “tiny things in life,” focusing on expressive form and subtle detail
- Executed the full story flow through detailed sketching and mapping, ensuring a cohesive narrative arc and effective visual pacing

SKILLS & INTERESTS

Skills: Blender, Unity3D, 3D Scanning, 3D modelling, AR/VR, Adobe Suite, Photoshop, After Effects, Illustrator, Aero, Premiere Pro, Procreate