Anisha Deshmane

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Interaction Designer specializing in technology-driven physical gameplay for immersive theme park experiences.

Client Projects

Schell Games, Game Designer   *June 2013- Present*

UNANNOUNCED INTERACTIVE EXPERIENCE   *WDI R&D, Glendale CA*

Design Director for guest flow, interaction design, and script iteration on VR experience.
- Iterated on Show Script and implementation into Unity engine.
- Coordinated management and provided creative direction for animation and audio.
- Playtested experience with guests, collected feedback, and disseminated results to team.
- On-site installation, testing, and iteration.
- UI design & implementation for interactive in-game screens.

UNANNOUNCED INTERACTIVE EXPERIENCE   *Universal Creative, Orlando FL*

Design Director for overall gameplay on multiple large-scale guest interactions.
- Consulting on interaction design, guest progression, puzzle design, and technology integration.
- Communicating with show/set designers and engineers to support technical viability and guest engagement.
- Initial show writing and beats for multi-guest interactive gameplay.

S.E.C.R.E.T. AGENT EXPERIENCE   *Children's Museum of Houston, Houston TX*

Design Director for puzzle experience integrating digital gameplay, physical interactives, and guest tracking.
- Designed & prototyped 15+ different physical and digital interfaces, including guest interactions and puzzle design.
- Wrote narrative for six missions, including overall show concept, dialogue, and companion booklet content.
- Conducted guest playtesting remotely and on-site for feedback and iteration.
- Coordinated with external vendors to design and fabricate interactive elements to be installed at CMH.
- Installed experience in museum on-site and trained staff.

GUEST-FACING MOBILE APP   *Pittsburgh Zoo, Pittsburgh PA*

Design Director for guest-facing mobile app for enhancing the Pittsburgh Zoo Experience.
- User Experience Design for guest-facing map, digital signage, quests, badge collection, and staff-facing CMS.
- Designed prototype location-based quests for initial design phase and playtested on-site.
- Researched and wrote over 100 signage entries for animals, facilities, plants, and other notable Zoo POIs.

DANIEL TIGER'S NEIGHBORHOOD REFURBISHMENT   *Idlewild & SoakZone, Ligonier PA*

Project manager for re-theme and re-furbishment of classic trolley ride
- Contributed to script and animatronic design for re-theme ride to Daniel Tiger's Neighborhood property.
- Coordinated asset production, vendors, fabrication, and on-site refurbishment over 10 months.

Education

CARNEGIE MELLON UNIVERSITY, *Pittsburgh PA*   *May 2013*
Masters of Entertainment Technology

MASSACHUSETTS INSTITUTE OF TECHNOLOGY, *Cambridge MA*   *June 2011*
Bachelor of Science in Art and Design (Architecture)
Minor in Comparative Media Studies

Skills

Game & Attraction Development	Processes & Tools	Prototyping
- Interactive & Puzzle Design	- Team Creative Workshops	- Scale Mockups for Playtesting
- Guest Playtesting	- Adobe Creative Suite	- 3D Printing & Laser Cutting
- Script Writing	- AutoCAD/SketchUp	- Workshop Proficiency
- Vendor Coordination	- Unity 3D	- Basic Electronics/Arduino
- Virtual Reality Experience Design	- Stage Management	