

Vinit Rao

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Education

Carleton University & Algonquin College, Bachelor of Information Technology, Interactive Multimedia and Design Sept 2024 – April 2029

- **Current GPA:** 9.90/12.0 (3.7/4.0) (carleton.ca/academicadvising/cgpas)
- **Coursework:** Human-Computer Interaction, Web Development & Interactive Media, User Experience (UX) Design, Game Design and Development, 3D Modeling and Animation, Motion Graphics

Skills

Creative Applications: Adobe (After Effects, Premiere Pro, Photoshop, Illustrator, InDesign), Figma, Final Cut, Blender, Maya

Programming Languages: Python, Java, C++, HTML, CSS, JavaScript, SQL(Postgres), Swift,

Developer Tools: Visual Studio Code, Git/Github, Godot, Unreal Engine, Netlify

Experience

UX/UI Designer / Motion Graphics Animator November 2025 – Present
CU Hacking Ottawa, ON

- Led the **end-to-end UX/UI design** for a custom **event dashboard and mobile app**, creating intuitive user flows for **500+ participants** and ensuring a seamless digital experience for the hackathon.
- Produced **high-fidelity motion graphics** and cinematic sequences that defined the event's visual brand, **increasing live-stream engagement** and creating a professional, cohesive identity across platforms.

Multimedia Designer / Cinematographer June 2020 – Present
Sachin Rao Ottawa, ON

- Architected **professional multimedia assets**, including lower thirds and graphics, to elevate video production quality and ensure **100% broadcast reliability** for high-stakes live-stream events.
- Directed **cinematography and post-production** for diverse digital content, utilizing **advanced color grading** and visual storytelling to drive higher viewer retention for client projects.

Freelance Video Editor May 2024 – Aug 2024
WhyDNA Ottawa, ON

- Synthesized raw footage into **high-impact promotional content**, applying advanced **color correction and audio mixing** to maximize viewer retention for marketing and educational campaigns.
- **Streamlined the post-production pipeline** by developing reusable motion templates and automated workflows, **reducing average project turnaround time by 25%** and enabling faster content delivery.

Audio Video Technician and Stage Manager June 2019 – Aug 2021
Ottawa Tamil Sangam Ottawa, ON

- Managed **full-scale AV infrastructure** and technical teams for live cultural events, ensuring flawless execution of sound, lighting, and projection for audiences of **300+**.
- Resolved **critical technical disruptions** through rapid-response troubleshooting, maintaining **seamless operations** and professional event flow during high-pressure live performances.

Projects

Portfolio Website Jan 2025 – Present

- Developed a responsive portfolio website using HTML, CSS, and JavaScript to showcase my skills and projects with intuitive navigation, enhancing user experience and online presence.

Technologies: GitHub, VS Code, HTML, CSS, JavaScript, Netlify. github.com/VinitR1212/mywebsite

2D Platformer Game Sept 2025 – Present

- Designed and implemented core game mechanics like player movement, jumping, and collision detection using Godot Engine, while developing challenging levels with obstacles and enemies to improve gameplay.

Technologies: Godot Engine, C++, Git. github.com/VinitR1212/cheese-touch-godot