

# Rishit Bhatia

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## SKILLS

### Highlights

- Collaborative problem Solver
- Data driven
- Customer oriented
- Experienced with interdisciplinary teams
- Well versed in Agile/SCRUM

### Platforms

- Oculus Quest
- Android
- iOS
- PC
- Oculus Rift
- GearVR
- Google Daydream
- Kinect
- Leap Motion
- CAVE
- Makey Makey
- Jam-O-Drum

### Tools

- Balsamiq
- Miro
- Figma
- Photoshop
- After Effects
- Unity
- Visual Studio
- Maya
- MS Office Suite
- JIRA

### Languages

- English
- Hindi
- French

## EXPERIENCE

### Senior Product Manager, ike GPS (Remote Freelancing)

Dec'21 – May'22

- Acted as Product Owner for the AI Platform's (ike Insight) Core Technology team. Worked in conjunction with the SCRUM Master to help transition into new optimal processes and procedures for the team
- Helped draft requirements for the organizations first cross Product reusable modules like Login/SSO and License Management and helped shortlist 3rd party vendor solutions for the same

### Technical Product Manager, Intel Corporation

Jul'19 – Jun'21

- Product lead for the Intel Sports Immersive Media Experiences SDK, our in-house Media Asset Management System (MAM) and other Platform Services
- Led the effort to help ship our SDK to clients like Manchester City F.C and the NFL along with a closed Beta application with the NFL for <10K users
- Owned and launched different cross platform features like Surveys, In App Questionnaires and Analytics that helped track KPIs like PMF and Active Users amidst other engagement and performance metrics
- Created a comprehensive Build vs Buy analysis report for the MAM as a part of its roadmap to help save around 30% costs and development time.
- Helped streamline the Production workflows by reducing the time to produce volumetric video content by roughly 10% leveraging AWS and other 3<sup>rd</sup> party services
- Developed a new Backup and Archival strategy across the organization to save costs and still cater to different needs internally

### Software Engineer, Intel Corporation

Mar'17 – Jun'19

- Developed scalable and reusable modules for the *Intel TrueVR app*, Immersive Experiences SDK for HMDs and the official Winter Olympics 2018 suite of Virtual Reality apps
- Led the effort for Instrumentation and Telemetry (Analytics) integration into most of the HMD client-side applications as well as cross collaboration amongst different internal teams
- Helped manage and ship other white label apps such as PGATourVR, NESNgoVR, NBA on TNT VR by being acting as an interface with external vendors
- Deeply involved in optimizing different apps for GearVR and Daydream to make them store ready for shipping (Worked across different areas like UI, Art and Audio optimizations to improve app performance from 30 FPS to 60 FPS)

### Game Programmer, Winistry VR

Jul'16 – Jan'17

- Worked on development of casino games for Mobile (2D) and VR
- Created a robust and scalable client server architecture that allows changing of workflows and behavior dynamically in mobile apps/games

### Programmer, Robomatter Inc (Summer Internship and Co-Op)

May'15 -Aug'15,  
Jan'16 – May'16

- Developed game mechanics and workflows using Unity 5.0 for Atlantis Prime, an educational game focusing on STEM principles
- Involved in iterative user play testing with middle school children

## PUBLICATIONS

[Effective Sentiment Analysis of Social Media Datasets using Naïve Bayesian Classification](#)

August 2014

## EDUCATION

### Campbellsville University, Louisville (KY)

May 2021

Master's in Business Administration (Remote)

### Carnegie Mellon University - Entertainment Technology Center (ETC), Pittsburgh (PA)

May 2016

Master of Entertainment Technology

### Fr. CRCE, Mumbai University

Bachelor of Engineering in Information Technology

May 2014