

Anika Bajpai

anikabajpai@nyu.edu | (972)-730-0151 | [Website](#) | [LinkedIn](#)

PROFESSIONAL

Chapeau Studios - Los Angeles, CA (June 2025 - Present)

Digital Media Intern & Social Media Editor

- Designed motion graphics for internal client ads (including Apple) and converted CAD models into optimized polygon assets for CGI animation pipelines.
- Supported post-production with DaVinci Resolve while collaborating with a multidisciplinary team; currently edit reels and manage the studio's social media presence.

Ray Heartway Studios - Manhattan, NY (August 2024 - May 2025)

Digital Media Manager

- Produced and edited video content to promote animated films across social platforms while supporting the studio's overall creative direction.
- Designed web assets and UI/UX wireframes while contributing to branding strategy across all studio projects.

New York University - Manhattan, NY (May 2024 - September 2024)

Program Assistant

- Created promotional materials and event visuals to engage students and enhance the on-campus residential environment.
- Coordinated administrative logistics and supported residents through effective communication and leadership.

VARAP LLC - Orlando, FL (September 2023 - Present)

Research Analyst

- Analyze real estate market trends, property performance, and financial data to identify and prioritize high-value investment opportunities
- Build detailed financial models and reports that support commercial real estate acquisitions and drive portfolio growth

Anika Art Foundation - (August 2018 - December 2023)

Co-Founder

- Founded and led a nonprofit art initiative that raised \$10,000+ for charity through exhibitions, auctions, and community-driven creative outreach.
- Directed Project Smile, organizing international art camps in India, Texas, and the Bahamas while creating service projects for firefighters, seniors, and youth communities. Received award from the Texas Senator for the Anika Art Foundation & Youth of the Year Award - Southlake Chamber of Commerce.

EDUCATION

New York University

B.F.A. in Interactive Media Arts | GPA: 3.7 / 4.0

Expected Graduation May 2026

PROJECTS

NYU Designing Interfaces for Live Performance 2025 - "Ephemerality"

- Created and performed an audio-visual piece using Arduino, Ableton, Touch Designer, and Max/MSP.
- Built a custom MIDI controller from scratch and integrated original poetry into the performance.
- Delivered a live performance before an audience of 100+.

NYU IMA Spring Show 2025 - "Confined Aquarium"

- Designed an interactive jellyfish-themed installation using MadMapper and self-built MIDI controllers.
- Viewers controlled the video speed, color, and mood of projected marine visuals in an immersive space.

NYU Immersive Experiences 2025 - "The Tale of Ocarina"

- Modeled, designed, and developed an interactive underwater environment in Unity for VR exploration.

SKILLS

Creative: Motion Graphics, Video Editing, Visual Effects & Design, 3D Modeling & Animation, UI/UX, Generative Media, and Direction.

Computer Languages: HTML, CSS, JavaScript, Java, C#

Software: Adobe Suite (After Effects, Photoshop, Premiere Pro), Nuke, Autodesk Maya, MadMapper, Motive, Unreal Engine, Unity, Touch Designer, Ableton, Max/MSP, MS Office (Word, Excel, PowerPoint), Google Workspace (Gmail, Slides, Docs, Sheets), Figma, React, DaVinci Resolve.

AI & Generative Tools: Prompt Engineering, Midjourney, Sora 2, Flora Fauna AI, Runway ML, LLMs, Stable Diffusion.

Proficient in leadership, team collaboration, communication, and analytical reasoning.