

ROHANN DORABJEE

LECTURER, 3D ARTIST & RESEARCHER

ABOUT ME

As an interaction designer and researcher, I have always shared my passion for innovative thinking and creating positive, engaging experiences through my work. With the recent advancements in the digital age, I primarily focused on 3D Modelling, animation and user experience in immersive experiences in virtual, augmented and mixed realities. Part of being involved both in the industry and academics, I have had the opportunity to work alongside with other academics and having the opportunity to teach some of the most impressive students out there! The essential skills that I have developed during my degree at the Design lab at University of Sydney, was being able to think and apply new strategies to further push existing prototypes. I enjoy playing games and designing new experiences for digital content such as virtual worlds. I am an active UGC developer, providing textures and models on

SOFTWARE

Adobe Photoshop	Unity
Adobe Illustrator	Final Cut Pro
Adobe After Effects	Gephi
Unreal Engine	Keyshot 6
Substance Designer	Cyslice
Autodesk 3dsMax	Topogun
Autodesk Maya	Mudbox
Pixelogic Zbrush	Daydream
	Marmoset Toolbag

EDUCATION

UNIVERSITY OF SYDNEY

HONOURS CLASS 1

84 - Distinction Average, 2012-2016
Bachelor of Design Computing (Honours)

"Rohann has a very strong design process which is evident in his final products. Combined with his consistent progress checks and consideration of clients, and target audience - he produces highly polished works."

Hanley Weng - Technologist at Google Creative Lab

PAKURANGA COLLEGE

Auckland, New Zealand, 2006 - 2010
NZQA Level 3 Certificate of Merit

AWARDS

UNIVERSITY OF SYDNEY

HONOURS SCHOLARSHIPS - March 2015
ACADEMIC MERIT PRIZE DEANS LIST - 2014

EXPERIENCE

Sessional lecturer

UNIVERSITY OF SYDNEY, DESIGN LAB MARCH 2015 - PRESENT

DECO1017: Principles of Animation

DECO3006: Animation and Motion Design

Introducing the fundamental principles of the animation process, to develop an understanding of the process involved in developing character, text and motion graphics based animation, and to develop an understanding of the integration between 2D artwork and 3D composition.

Content developed for this course helped students develop an understanding of the application of animation in the production of design communication and other platforms that can show visual content.

DECO1008: 3D Modelling and Frabrication

Presenting students with three dominating areas in the industry, 3D printing, Laser cutting and Virtual reality prototyping. Teaching students the key fundamentals inside the use of Autodesk 3Ds Max, Rhino and Adobe Illustrator.

Key attributes which are taught to students are:

- Low topology modelling
- Unwrapping and modifying objects
- Use of lighting and composition
- Setting up appropriate rendering options

DECO3551 - VR Design Computing General Elective A

Teaching students the process of designing an interactive system using the emerging technology of virtual reality (VR). The unit focuses on the new kinds of interaction and compelling experiences that are made possible in VR. Introducing students to interaction design theory and principles for immersive environments. Teaching students software tools, such as Autodesk 3ds Max and Unity.

Tutor

UNIVERSITY OF SYDNEY, DESIGN LAB MARCH 2014 - PRESENT

DECO3100 - Information Visualisation Design Studio

The field of information visualisation focuses on how non-physical data can be effectively represented to users, in an interactive and automatic way. This unit of study will introduce the principles of information visualisation design, with special attention to metaphoric mapping, human-computer interaction, user engagement, and interdisciplinary insights.

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Lead UI UX Designer / Visualization Designer

URBAN HOUSING LAB , APRIL 2015 – PRESENT

Designing and development of online platforms for researchers and visiting scholars.

3D User Experience Designer

VAN DEN BERG DESIGN TEAM, JULY 2015 - DECEMBER 2015

Working on various projects that consisted of augmented reality (AR) experiences. Projects varied from single commercial products to real world scale constructions. Recent involvements included experiences on mobile devices for clients.

- Low topology modeling for AR experience
- Animation for user experience

Tutor

UNIVERSITY OF SYDNEY, MARCH 2015 - JUNE 2015

DECO1012 - Design Programming / IDEA9103 - Tutor at University of Sydney

The aim of this unit of study is to introduce students to computer programming, both as a tool for design computing and as a medium of expression in digital media.

3D Modelling Tutor

UNIVERSITY OF SYDNEY, JULY 2013 – DECEMBER 2013

Educating students in learning the fundamentals of Autodesk 3ds Max Design:

- Low topology modelling
- Unwrapping and modifying objects
- Use of lighting and composition
- Setting up appropriate rendering options

UGC Developer

IMVU, 2011-PRESENT

As a Content Creator of virtual products for IMVU's catalog, my responsibility is to create an engaging user experience for IMVU members all over the world. Providing services such as add on items, virtual environments and bundled characters.

Responsibilities:

- Providing the best customer service to members.
- Satisfying latent needs for each design implementation.
- Following up with the latest meshes and updates within the software.

SERVICES

MIXED REALITIES WORKSHOP - CO-FACILITATOR

SYDNEY DESIGN FESTIVAL 2016

2 SESSION WORKSHOP

Workshop participants will learn about current trends, interaction design challenges of VR apps, create Google VR Cardboards and use them to experience VR environments using 360 cameras.

VIRTUAL AND AUGMENTED REALITY WORKSHOP - FACILITATOR

LIFE @ SYDNEY - DESIGN LAB

2 DAY WORKSHOPS - 2015 - 2016

Workshop participants will learn about current trends, interaction design challenges of VR apps, create Google VR Cardboards and use them to experience VR environments using 360 cameras.

PUBLICATIONS & EXHIBITIONS

Conference Publication

BACK TO THE FUTURE: IDENTIFYING INTERFACE TRENDS FROM THE PAST, PRESENT AND FUTURE IN IMMERSIVE APPLICATIONS

As technology is progressing, there is an increasing need to study current trends in user and developer communities, and to contextualise them within the ongoing evolution of human-computer interfaces.

In this paper, we specifically focus on mixed reality (MR) within immersed simulations enabled through combining VR headsets with vision sensors.

Link: <https://dl.acm.org/citation.cfm?id=2838833>

Exhibitions

DESIGN@DUSK (2016)

Design @ Dusk, a new talk series on design and design research brought to you by the Design Lab and the Faculty of Architecture, Design and Planning at the University of Sydney. As the sun goes down, join us for three fast-paced talks exploring design at dusk, accompanied by drinks and nibbles. Design @ Dusk #1 will feature talks by Design Lab's own Rohann Dorabjee and Claudia Nunez-Pacheco, along with visiting speaker Tom Bieling from the Berlin University of the Arts.

VISUALLY DEFIANT (2014)

The University of Sydney 2014 Design Lab graduate exhibition was conceptualised, designed and produced by a group of students from the graduating class of Bachelor of Design Computing.