NAMRAKANT TAMRAKAR

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Objective

To obtain internship as a 3D Artist.

Education

Carnegie Mellon University, Entertainment Technology Center (ETC)

Master of Entertainment Technology

May 2021

Pittsburgh, PA

May 2021

Bhilai Institute of Technology

Bachelor of Engineering, Computer Science and Engineering

Durg, India July 2015

Skills

- **Applications**: Autodesk Maya, Substance Painter, Unity 3D, Adobe Illustrator, Photoshop, Premier Pro, Perforce, Dreamweaver CS6, Microsoft Office.
- Languages: C, C++, PHP, HTML5, CSS3, JavaScript, MySQL, SAP ABAP.
- Life drawing.

Academic Projects

Building Virtual Worlds, Artist, ETC, Fall 2019

- Implemented five projects as an artist. Modeling, rigging and animating the human/animal character as well as created assets and environment.
- Finished the project in a time-span of 1-3 weeks to create a fun filled experience working with 4-5 member team of artists, programmers and sound designers.
- Pitched ideas and iterated multiple changes based on the feedbacks.
- Actively provided feedback to own team members as well as other teams also.
- Developed games for naïve guests.
- Created 3D as well as 2D environment.
- Helped our team with suggestions and guidance as a Producer in 1 game.
- Worked on the platforms such as MagicLeap, HTC Vive, CAVE, phidgets.
- Created low-poly (for MagicLeap) as well as high-poly characters and assets.

Experience

Wipro Technologies, Hyderabad, India, November 2015 - April 2019

- Worked as a Senior Project Engineer in a UK based Utility project 'Thames Water' and responsible for technical consulting in SAP IS-U FICA module, enhancements, developing reports and doing Proof of Concepts (POC).
- Worked closely with solution architects, functionals and testers in offshore as well as onsite, along with knowledge transfer session to colleagues.
- Wrote a **white paper** on 'Additional KPI and Calculating Credit Information' which is published in Wipro in 2018.
- Won five times winner circle Badges for successful development of multiple objects including a few complex objects related to credit management, collections management.