

Srujani Kamineni

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EDUCATION

Carnegie Mellon University — Entertainment Technology Centre

Master of Entertainment Technology

Pittsburgh, PA, USA (AUGUST 2017 - May 2019)

Birla Institute of Technology and Sciences, Pilani —
M.Sc(Tech) Information Systems

Hyderabad, India (AUGUST 2011 - JULY 2015)

- Winner - Paper on Ray Traced shadows on bump mapped objects.
- Mentor - Animation and Graphics, Student Mentorship Program.
- Secretary - English club, Convenor of the National Literary Fest.
- Nucleus Member - Student Welfare Division.

EXPERIENCE

Moving Picture Company — *CG Software Developer (Mid)*

Bangalore, India (MARCH 2017- JUNE 2017)

Pipeline alterations for effective communication for FX, Digital Matte Painting, and Lighting departments for **The Lion King (2019)** :

- Study and change asset management between various streams

Dreamworks Dedicated Unit — *Technical Director*

Bangalore, India (JANUARY 2015- DECEMBER 2016)

Setup workflows and troubleshooting for lighting. **Boss Baby (2017)** : Continuous communication with artists and VFX supervisor to provide technical ability to achieve required looks in challenging shots.

- Setup motion graphics pipeline and implemented assets in lighting.
- Wrote validation tests for information between departments. (FX-CFX-lighting)
- Built additional features for PyQt applications.
- Test, setup and documentation of camera setup for a ride show.
- Founded a club to conduct coding classes as a companywide program.

Dreamworks Dedicated Unit — *Summer Intern*

Bangalore, India (MAY 2015-AUGUST 2015)

Wrote a studio tool to make intranet search engine for all employees in the company. *The app is a self sustaining fully functional portal to upload pictures, RSVP to events, and search to find people and meeting rooms in the floor structure.*

- Developed a full web application using Angular JS, MongoDB, D3 JS.
- Implemented caching layer using redis.
- UI research and implementation using Twitter Bootstrap

PROJECTS

Rapid prototyping- Building Virtual Worlds -

Built working games in 2 weeks on Unity for HTC Vive, Microsoft Hololens platforms.

SKILLS

Software experience :

TORCH lighting software/Moonlight renderer (Dreamworks' proprietary)

NUKE compositing

Maya

Unity 3D

Adobe Photoshop, After effects,

Premier Pro

Linux/Unix environments

Full stack web development :

Angular JS, HTML5, Python

Tornado server, MongoDB,

supervisord

Languages :

Python and PyQt

Java, C, MySQL

ADDITIONAL ROLES

SIGGRAPH student volunteer -

Los Angeles 2017

Macao 2016

Los Angeles 2015

Help setup and deconstruct conference activities. Participate in the global graphics community.

Convenor, Verba Maximus -

Hyderabad 2013

India's largest college literary fest

Volunteer, HarVa BPO -

Hyderabad 2012

Trained rural women to establish and run BPOs with basic data entry jobs.

