

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA, USA.

May 2014

Master of Entertainment Technology

BMS College of Engineering, Bangalore, India.

May 2011

Bachelor in Computer Science and Engineering

Certified course in Autodesk Maya, Arena Animation. Bangalore, India

Nov - May 2011

Underwent training in modeling, rigging and animation.

SKILLS

Softwares: Autodesk Maya, ZBrush, Adobe Photoshop, Unity, Adobe Premiere, Motion Builder.

EXPERIENCE

National High School Gaming Academy -Teaching Assistant. ETC, Pittsburgh, PA

July - Aug 2013

- Taught high school students to create art assets to develop games in two week intervals using *Construct 2*.

PROJECTS

GRADUATE

3D/2D Artist. Making a game for the Connected TV. Client: EA – ETC, Silicon Valley Campus

Jan - May 2014

- ETC project team 'Septobunny' working with Electronic Arts' Office of the Chief Creative Officer to create a golfing game for Connected TVs.
- Assisted in the conceptual phase in deciding the art style.
- Designing and building the assets using Maya and Photoshop and importing it into Unity to build the game.

3D/2D Artist. Innovative Game Prototyping. Client: Sony ETC, Pittsburgh, PA

Aug - Dec 2013

- ETC project 'Playstation Ignite' with Sony Computer Entertainment as the client.
- Explored new genres and gameplay through a number of iterative prototypes developed in Unity.
- Assisted in the visual development of each game.
- Designed and built the assets using Zbrush, Maya and Photoshop required to realize the experience.

3D/2D Artist. Client: MAKESHOP at Children's Museum of Pittsburgh. ETC, Pittsburgh, PA

Jan - May 2013

- Project 'Lazer Mouse' at ETC in partnership with MAKESHOP.
- Focused on designing and implementing a digital interface that allows kids to design for a laser cutter and turn those designs into real objects like toys, cards, tools made of wood or paper.

UNDERGRADUATE

Programmer. Jungle wars – Gaming Application for the iPad:

Feb - Jun 2011

- Project was carried out at Source (N) India Pvt Ltd as a final year project for under graduation.
- Designed the interactive features as well as design the graphics required to display the final game board using OpenGL.

Programmer. Online Catalogue using OpenGL:

Mar - May 2010

- Responsible for designing the interactive interface based on Computer Graphics concepts for a prototype of an online toys store.

COURSES

Animation Art and Technology. CFA, CMU, Pittsburgh, PA

Jan - May 2013

- Course on producing a 2 minute animation using Maya as a group but working individually on technical aspects of the process.

Building Virtual Worlds – Role: Modeling, Rigging & Animation. ETC, Pittsburgh, PA

Aug - Dec 2012

- Designed interactive worlds for different platforms every two weeks as an interdisciplinary team.
- Built the 3D assets in Maya and imported them into Unity.

HOBBIES

Traditional art(sketching and acrylic paintings), character design.