

## EDUCATION

### **Masters in Entertainment Technology (MET)**

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA

May 2014

### **Bachelor of Computer Science and Engineering**

Anna University, Chennai, Tamil Nadu, India

May 2012

## SKILLS

**Software:** Maya, Unity, 3DS Max, Adobe Photoshop, Visual Studio, Perforce, TortoiseSVN

**Languages:** C++, Python, MEL, JavaScript, C#, HTML5

## EXPERIENCE

### **3D Artist Intern: DQ Entertainment**

Hyderabad, India

July 2013 - August 2013

Experienced the production cycle involved in a single episode of an animated TV series.

Received training as a 3D artist in modeling, texturing, rigging, animation as well as related disciplines of lighting, compositing while gaining real world production experience.

## PROJECTS

### **Technical Artist: LucidDream (Sustainable Immersion: Crossing the Virtual Reality Uncanny Valley)**

ETC, Silicon Valley

January 2014 - Present

Working to integrate the Oculus Rift and Thalmic Labs Myo to create an immersive virtual reality experience.

Create an inverse kinematic system which used the Intel Perceptual Computing Camera for finger tracking.

Acting as the 3D artist and rigger.

Tasks include asset creation, importing assets into unity and scene setup.

### **3D Art/2D Art/Pipeline: TransNeuroSia (Doctor's Visit From the Future)**

ETC, Pittsburgh

August 2013 - December 2013

Worked on a team of four with the Telemedicine and Advanced Technology Research Center (TATRC) to create a futuristic vision of what the medical visit will one day be with an interactive experience.

Main responsibilities included 3D/2D art creation and pipeline management to ensure that the futuristic feel of the project is maintained.

### **Rigging/Scripting: Entertainment Design Studio**

ETC, Pittsburgh

August 2013 - December 2013

Independent study on rigging and scripting in Maya.

Created three different rigs – character, facial and quadruped.

All rigs were joint based .

Scripted GUI and other specific tools to help during the rigging process using python, MEL and C++.

### **Programmer: Lazer Mouse (Web Application for Lazer Cutting)**

ETC, Pittsburgh

January 2013 - May 2013

Worked with the MAKESHOP at Children's Museum of Pittsburgh to introduce laser cutting to kids.

Designed and implemented an interface, using HTML5 and JavaScript for touch based tablet.

Kids created designs using the application, which would then be saved in a file format used by the laser cutter.

Automated the process of laser cutting the files created on the tablet.

### **3D Artist: Building Virtual Worlds**

ETC, Pittsburgh

August 2012 - December 2012

Worked on a team of four over five rounds to rapidly prototype virtual worlds for platforms like the Microsoft Kinect, PlayStation Move, Jam-O-Drum and a location based experience using smart phones.

Each round lasted two to three weeks.

Primary duties included 3D art for both characters and environment, rigging and animation.

### **Researcher/Programmer: A Cost Effective Design of Reversible Single Precision Floating Point Multiplier**

Anna University, Chennai, Tamil Nadu

January 2012 - May 2012

Designed a low power, cost effective reversible floating point multiplier for applications such as quantum computing, optical computing, low power computing etc.

The design uses TSG gates, which are cost effective in terms of the number of quantum gates and garbage outputs compared to the existing ones.

### **Programmer: Department Online Library System**

Anna University, Chennai, Tamil Nadu

July 2011 - November 2011

Designed the Computer Science department library web site which is used by the faculty and students using PHP, Python and MySQL.