

# NAMRAKANT TAMRAKAR

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## Objective

To obtain internship as a **Technical Artist - Rigging intern** to create root bones for empathy towards the characters.

## Education

**Carnegie Mellon University, Entertainment Technology Center (ETC)** Pittsburgh, PA  
Master of Entertainment Technology May 2021

**Bhilai Institute of Technology** Durg, India  
Bachelor of Engineering, Computer Science and Engineering July 2015

## Skills

- **Applications:** Autodesk Maya, Substance Painter, Zbrush, Premier Pro, Perforce, Microsoft Office, Trello, Adobe Illustrator, Photoshop.
- **Languages:** Python, HTML5, CSS3, JavaScript.
- **Life drawing**

## Personal Projects

**Frank Rig for Character Animation Course at CMU**, June to August 2020

- Mesh modification to make it ready for rigging
- Created the rig with multiple custom attributes, IK-FK switch, wrote scripts, blendshapes, correctives, joint-based facial rigging.

**Python tools in Maya**, July to August 2020

- Randomizer tool in Maya
- Auto-rig setup (Work in progress)

## Academic Projects

**Introduction to 3D animation pipeline**, Spring 2020

- Created a small 3D animation of a character.
- Created character concept design, world building, modeling (Maya), sculpting (Zbrush), re-topologizing, texturing (Substance Painter), rigging, animating, and rendering (Arnold).

**Building Virtual Worlds**, Artist, ETC, Fall 2019

- Implemented five projects as an artist. Modeling, rigging, and animating a wolf, a human character. 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.
- Helped our team with suggestions and guidance as a Producer in 1 game.

## Experience

**Wipro Technologies**, Hyderabad, India, November 2015 – April 2019

- Worked as a software developer, from the design phase to the post-production phase of a software development lifecycle, gave multiple 'Knowledge Transfer' sessions and wrote a white paper.