Prasanth Iyyappan Raviraman

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OBJECTIVE:

To seek an internship as a 3D artist where I can use my modelling skills for the benefit of the organization and also to develop my skills.

EDUCATION:

Carnegie Mellon University, Entertainment Technology Center   Pittsburgh, Pennsylvania, USA
Master of Entertainment Technology   May 2018.

Velammal Engineering College   Chennai, Tamil Nadu, India
Bachelor of Technology in Information Technology   May 2012.

SKILLS:

Technically skilled in 2D and 3D Modelling, Rigging, Animating, UV Texturing and Mapping.
Softwares: AutoDesk Maya 2016, Sketch-up 2014, Adobe Photoshop, I-Movie and Adobe Premiere Pro, ZBrush (Beginner).
Languages: C, C++, Unity (Beginner).

ACADEMIC PROJECTS:

Building Virtual Worlds: A sequence of projects where a team of programmers, artists and sound designers are required to build a playable game within 10 working days or less. Apart from learning various technical platforms I am also learning effective communication across diverse teams, rapid prototyping and teambuilding.
Role: 2D/3D artist and incharge of modelling, texturing, Rigging and Animating the following 2D/3D objects

Platforms:	Title:	Models:
• **HTC Vive**	**Ordon (3D Game)**	**Shield, arrow, spear, humanoid, village and castle**
• **Oculus**	**Son of Krypton (3D Game)**	**Superman chest, logo, spaceship, robot**
• **Jam-O-Drum**	**Chaaase (2D Game)**	**Cat, mouse, beginning and game over scene.**

PERSONAL PROJECTS:

Sacrificial Chamber (Mar 2016): A 3-D environment design which was modeled and textured using Sketch-up Pro and created a two minute Walk-through using Lumion 5. Added sound effects and titles using I-Movie.

Weapon assets (Jan 2016 – Apr 2016): Modeled and textured 3D weapons such as Machete, Magnum Pistol, Butcher Knife.

Ninja (3D character Model): Modeled and Textured 3D ninja using Maya.

EXPERIENCE:

3D Visualizer - Arsh Constructions (Aug 2015 - Dec 2015): Worked on creating 3-D models of Auto Cad building Plans as per client request using sketch-up and creating walkthroughs through Lumion 5.0.

Project Engineer - Wipro Technologies (Sept 2012 - Jun 2015): Worked as a network programmer and monitored check points, firewalls and user access and issues relating to user access to servers, PKI certificates and issues related to PKI certificates within servers.

Awarded with Feather on the Cap (employee of the month) for developing alternate working strategy to reduce the workload of the team.

Softwares known: CA Provision Manager, Tivoli Identity Manager, PRAM.