

Akhilesh Vijaykumar

669-262-8764 | akhivijay97@gmail.com | [portfolio](#) | [linkedin](#) | [github](#)

EXPERIENCE

DreamWorks Animation L.L.C

Glendale, CA

Technical Director

Jan 2022 - Present

- Generalist TD on Unannounced Project
 - * Developing the workflow for Stepped Animation data flow to CFX
 - * Supporting animators and maintaining animation software
- Effects TD on **Kung Fu Panda 4**
 - * Developing a modular workflow for testing procedural software package updates before releasing to production
 - * Supporting FX artists and troubleshooting issues with procedural shading networks
- Character Effects TD on **Trolls Band Together**
 - * Developing an automated workflow for moving instanceable assets associated with deforming geometry
 - * Supporting CFX artists and troubleshooting issues with asset data coming from upstream departments

Electronic Arts Inc.

Orlando, FL

Technical Artist Intern

Jun 2021 - Dec 2021

- Developing procedural tools to simplify and speed-up Body workflows for Character Artists
- Scripting in the **Frostbite** engine using Python

Texas A&M University

College Station, TX

Graduate Teaching Assistant

Aug 2019 - May 2021

- Teaching and grading assignments on Object-Oriented Programming Concepts in C++ and OpenGL
- Developing the TxGRAPH'2021 Conference website using HTML5, CSS3 and jQuery
- Grading assignments for The Digital Image and Image Synthesis

TECHNICAL SKILLS

Languages: Python, MEL, C++, C#, C, Java, SQL, GLSL/HLSL

Web Technologies: HTML5, CSS3, PHP, JavaScript, AJAX, jQuery, TypeScript

Libraries: OpenGL, Tensorflow, PyTorch

Softwares: Maya, Houdini, UE, Unity, Photoshop, Substance Painter, AfterEffects

Certification: NPTEL Online ELITE Certification in Introduction to Machine Learning from IIT Kharagpur

PROJECTS

Independent Study - Deep Learning for Houdini

Spring 2021

- Trained AI models to predict real-valued parameters from images and use them to build procedural 3D models

Mesh Grouping Tool in Houdini

Fall 2020

- A simple interface to form the closest possible, non-intersecting group of meshes, with randomized orientations

Houdini Game Jam | Theme: Don't Panic

Fall 2020

- Worked in a team of 2 to make a game in Unity

Animation Industry Course | Theme: Photorealism

Summer 2020

- Worked in a team of 5 to create a 30 second Animated short film in Maya
- Roles: Project Management, Modeling, Surfacing, FX and Lighting

3D Modeling and Animation | Secret of the Quokka

Fall 2019

- Worked in a team of 5 to create a 30 second Animated short film in Maya
- Roles: Modeling, Animation and Lighting

EDUCATION

Texas A&M University

College Station, TX

Master of Science in Visualization (GP A : 4.0)

Aug 2019 - Dec 2021

R N Shetty Institute of Technology

Bangalore, India

Bachelor of Engineering in Information Science

Aug 2015 - Jul 2019