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Portfolio: https://sites.google.com/view/dr-dark/home

Rabinarayana Panda
Lead Technical Artist

PROFESSIONAL SUMMARY

Accomplished Technical Artist with over 6 years of experience in game development, specializing in bridging the gap between art and engineering within top-tier game studios. Expert in implementing art assets in game engines like Unity and Unreal, optimizing content pipelines, and developing tools to enhance artist and developer workflows. Demonstrated ability to train and mentor artists in technical aspects of asset implementation and optimization. Committed to staying current with industry tools and processes to ensure cutting-edge game visuals and performance.

KEY TECHNICAL SKILLS

Game Engines: Unity, Unreal Engine
Programming Languages: C#, Python, HLSL
Versioning Software: Perforce, Git
Graphics Tools: After Effects, Blender, Substance Painter, Photoshop, Affinity Designer
Shader Development: Unity shaders(HLSL & Visual Scripting), Unreal Materials
Optimization Techniques: Performance and memory profiling, Lighting and rendering optimization
Animation and Particle Systems: Rigging, Animation setup, Unity Particle Systems, Unreal Niagara System, Control Rig etc.
Scripting and Automation: Tool and script development for Unity and Unreal workflows

SOFT SKILLS

Problem-Solving: Adept at identifying and resolving complex technical issues in XR development.
Communication: Excellent ability to convey technical concepts to non-technical stakeholders.
Team Collaboration: Proven experience working with cross-functional teams to achieve project goals.
Leadership: Skilled in leading technical teams and mentoring junior developers.
Creativity: Strong creative vision in developing immersive and interactive XR experiences.
Time Management: Efficient in managing project timelines and meeting deadlines.

PROFESSIONAL EXPERIENCE

LEAD TECHNICAL ARTIST
Mar '20 - Present

- Led storyboard and level design for 10+ client projects & 30+ POCs.
- Developed shaders and visual effects, significantly enhancing visual appeal and performance.
- Created pipelines to streamline 3D workflows, improving efficiency by 30%.
- Provided technical expertise in Game development, ensuring high-quality output and client satisfaction.
- Designed and implemented advanced tools and scripts for character pipelines, enhancing asset management and workflow efficiency.
- Coordinated with design, art, and programming teams to ensure seamless integration of application concepts using Blueprints and Unreal's material editor.
- Conducted in-depth profiling and optimization of assets for real-time applications, improving rendering performance by 25%.
- Developed intuitive user interfaces and interaction mechanics for XR environments, enhancing user experience and engagement.
- Spearheaded the optimization of 2D and 3D assets, enhancing game performance while maintaining aesthetic quality.
- Conducted regular training sessions on new software tools and techniques, boosting team productivity and skill levels.

XR Developer
Jul '18 - Mar '20

- Developed XR applications using Unity and Unreal Engine.
- Wrote and maintained clean, efficient code in C# and Python.
- Conducted regular testing and debugging, ensuring high-quality outputs.
- Worked closely with artists and designers to implement interactive features, enhancing user engagement.
- Collaborated with designers and developers to create immersive VR experiences.
- Implemented visual effects and shaders, optimizing project performance.
- Assisted in the development and maintenance of 3D assets, enhancing visual fidelity and consistency.
- Participated in lighting and animation setup for various projects, improving visual quality.

TOP PROJECTS

VR TRAINING FOR ECP (J&J)

- **Shader Development:** Created advanced shaders to simulate realistic environments and interactions, enhancing the visual fidelity of the training simulation.
- **System Scalability:** Developed scalable systems using Unity Engine, ensuring high performance and smooth user experience.
- **Lighting Optimization:** Implemented optimized lighting techniques to improve the realism and interactivity of the VR training modules.

VR APPLICATION FOR VISUALLY IMPAIRED PATIENT(J&J)

- **High-Performance Shaders:** Developed and optimized shaders for Quest 2, ensuring smooth operation and enhanced visual fidelity on hardware with limited resources.
- **Animation Rigging:** Designed dynamic animation rigs for real-time animations, significantly improving visual quality and user interface experience.

KBC (Koun Banega Korrapati)

- **Character Development:** Utilized Unreal Engine, Nvidia Audio to Face, Nucleus, Blender, and MetaHuman for advanced character development.
- **Environment Design:** Engineered complex shaders and detailed environments, creating a control rig system for real-time AI-generated facial expressions.
- **Lighting:** Designed and implemented immersive lighting setups for dynamic and engaging cutscenes.

EDUCATION

Master of Business Administration
Mar '22 - Feb '24

Liverpool Business School
Bangalore, Karnataka

MBA with a focus on Project Management

PGPM
Mar '22 - Mar '23

IMT Ghajiabad
Bangalore, Karnataka

Post Graduate Programme in Management

Bachelor In Computer Application
Mar '15 - Apr '18

Bhadrak Autonomous College
Bhadrak, Odisha

Studied various types of Programing Languages and computer architectures.

Achievements

- **Certificate of Recognition:** Awarded by **VP** of **TCS** for my outstanding performance in multiple **Projects** and **Solutions**
- **On The Spot Award:** For an excellent performance developing new ideas
- **Innovation Spark Award:** Innovative solution to the project
- **Star Team Award:** Outstanding performance implementing systems that helps enhancing application
- **Award for Excellence:** Awarded for my out of the box thinking
- **Beyond Performance Award:** Awarded for my unexpected performance in handling a team towards a single goal
- **Best Team Award:** Awarded for delivering the project on time

Portfolio

Includes projects showcasing 3D modeling, shader programming, visual effects, and XR application development.

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