Resume

Name : Nirmal Cardoza

Email : nirmal.cardoza@gmail.com

Phone : 9972169059   Hyderabad, India

Objective:

To get a Technical Artist role to share and improve my technical and creative skills. And to contribute those skills to a good and great game.

About me:

I am a passionate gamer wanting to work with a team to make quality games , and eager to learn and share skills and knowledge. I have a good artistic sense as well as knowledge to see Art Technically, as I evolved from an 3d artist to Technical Artist. And I love to discuss games and make prototypes.

Skills:

- Strong experience in Unity Engine.
- Skilled to create Tools, Shaders,VFX and Game Prototypes.
- Scripts/Programing : C#, Python, MEL, C++
- Good understanding of game engines, rendering pipelines, and worked on Unity NintendoWare,Vicious Engine , Phyre Engine and Cocos2d
- Skilled with Tools for Maya, Rigging, Animation , Fx, and Lighting
- Strong problem solving, troubleshooting skills and habit to keep myself learning new.

Job history:

Glu (May 2018-Present) - Senior Technical/VFX Artist

Disney Sorcerer's Arena :
- Worked on Environment VFX.
- Art tool support in Maya and Unity.
- Improve and adapt new existing VFX in the game.

Deer Hunter 2018:
- Creating and optimizing all VFX in the game.
- Creating new Shaders for new requirements and optimizing or upgrading existing shaders.
- Tools and scripts in Unity and Maya
- Getting Weapon Art content from the team into Unity Engine and setting up necessary things for Designers to configure in the Game.

Electronic Arts (September 2015- April 2018) - Technical Artist.

Tetris Blitz 2016 Edition:

(Update from older game engine to Cocos2d with new feature and UX changes**)**

- Responsible for getting Art content form team into Cocos2d and setting up the scenes for functionality.
- Mentoring team for art implementation and optimization.
- Created batch tools to process art,optimization/Clean-up.
- Solved several problems during the UI engine migration.
- Creating Vfx and animation for the game.

Plants vs Zombies:

Worked on the game along with Engineers to research and understand the game to migrate the game to Cocos2d with Cocos Creator as Game Editor.

Jumpstart / Knowledge Adventure (October 2012 - September 2015) - Technical Developer.

Responsibilities:

- Delivering the game apps (iOS , Android , Amazon, Windows Store,Facebook) for QA.
- UI integration/Setup using NGui in Unity.
- Debugging issues in the builds and resolving.
- Final Submissions builds for the store (iOS , Android , Amazon, Windows Store,Facebook).
- Editor tools for the Build pipeline ,building UI and Shader and art optimizations.
- Build automation with Jenkins and Unity editor.

    Worked on the following games, (All games are created in Unity3d)
    - www.jumpstart.com/mobileapps/
    - www.Mathblaster.com
    - www.SchoolOfDragons.com

GameShastra Solutions Pvt. Ltd (February 2008 – September 2012) – Technical Artist.

Started my career as 3d artist and then changed my interest to Tech art.

Worked on Mobile, PSP, PS2 and PS3 platforms.

Responsibilities:

- Created VFX, art optimizations **(**Mobile and PS platforms**)**
- Character rigs and other technical art .
- R&D with programmers.
- Art pipeline R&D on AirPlay, Unity, Viscous, Phyre and Infernal
- Tools in Maya (Level editing , track builder etc)

Personal Work / Prototypes:

Stay (PC / Browser) http://www.nirmalcardoza.com/Stay/stayGame.html

Created a browser game for Unity game contest. Got a decent rating with 3/5.

Responsible for the game design , art and Fx in the game.

Elemental (PC / Browser) http://www.nirmalcardoza.com/eleMental/eleMental.html

Created a browser game for Unity game contest . The topic was Do no harm.

Responsible for Design, Art and Sound.

Turn Based Tetris:

Developed a turn Based game based on Tetris by myself. (Table top 2 player game)-
https://drive.google.com/open?id=0B2icVX2cdvfzSUdHWXB0d1N6Z0k

Other

Access Phone Camera to animate expressions with sequences of snaps in real time.

Other Ongoing Personal Learnings:

Blender, Substance Designer, Unreal Engine, Unity(new features)

Education:

Diploma in Animation Engineering(DAE) at Aptech -Arena Multimedia, Chennai, India

LinkedIn:
https://www.linkedin.com/pub/nirmal-cardoza/9/78/bb3