



ASHOK KUMAR PADMANABHAN



Lead Technical Artist seeking roles in Project Management, Requirement Analysis, Requirement Gathering, Video Game Development, Client Relationship Management, Concept Development, Quality Management, Visual Design, Animation, Art Direction, 3D Studio Max



Current Location: Chennai
Total Experience: 18 Year(s) 0 Month(s)
Pref. Location: Bengaluru / Bangalore, Chennai, Hyderabad
Highest Degree: MFA [Painting]
Functional Area: IT Software - Application Programming / Maintenance
Role: Head/VP/GM-Technology(IT)/CTO
Industry: IT-Software/Software Services
Marital Status: Married

Key Skills: Lead Technical Artist, Head/VP/GM, Project Management, Requirement Analysis, Requirement Gathering, Video Game Development, Client Relationship Management, Concept Development, Quality Management, Visual Design, Animation, Art Direction, Elastic Reality,

Verified: Phone Number | Email - id

Last Active: 20-Jan-21

Last Modified: 20-Jan-21

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Summary

- * Accomplished professional with over 18 years of rich and extensive experience across Casino Game Development, Television Broadcasting and Video Game Development
- * Proven skills in designing and animating high quality, photo-real effects that meets all technical & aesthetic standards for the assigned project
- * Delivered out-of-the-box concepts, dynamic visuals and innovative strategies
- * Skilled in inspiring and motivating clients to be creatively progressive, through application of fresh and inventive visual work; comprehensive understanding of client's needs for the proper management and timely delivery of projects
- * Worked extensively on the following projects and ensured delivery of the same within stringent time frame:
 - o Fu Yang
 - o Hexogems Jewels of Pharaoh
 - o Hexogems Jewels of Cai Shen
- * Proven expertise in identifying in the skills of the resources and allotting the tasks accordingly

Work Experience

Scientific Games, Ascends International IT Park as Lead Technical Artist
Mar 2011 to Aug 2020

Key Result Areas:

- * Significantly worked on over 25 Land based slot game titles along with ensuring delivery of the same in a timely manner
- * Spearheaded the entire art team consisting of 10 artists
- * Efficiently managed quality of art content from the team and delivered content in accordance with the industry standards
- * Working closely with tech team to ensure a smooth development pipeline that delivers high quality assets
- * Creating notes for revisions, approving and polishing animations that are at an acceptable quality level of realistic game
- * Coordinating the work of vendors and freelancers as required
- * Collaborating with other teams to fulfill the requirements of the project's game design and visual design
- * Performing in a team-oriented environment and using organizational and interpersonal skills on a daily basis
- * Managing schedules and budgets for work
- * Participating in development of animation and art pipeline
- * Supporting the project team on optimizing all graphics components of the projects (environment, characters, meshes, particles, lighting, and textures)
- * Working autonomously, seeking out work to support the overall quality of the game's performance

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Education

UG: **BFA (Sculpture)** from **Govt. College of arts & Crafts** in 1999

PG: **MFA (Painting)** from **Govt. College of arts & Crafts** in 2001

Important

- Using Free CV Search you have access to featured candidate profiles of Naukri. You can browse through the profiles and email the candidates of your choice directly using the email option provided. To prevent misuse of candidate information, contact details and attached resume of the candidates have been withheld.

PG: **MFA (Painting)** from **Govt. College of Fine Arts** in **2004**

Other Qualifications/Certifications/Programs:
Integrated Preparatory Course
Diploma in Multimedia

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Languages Known

Language	Proficiency	Read	Write	Speak
English				
Tamil				
Telugu				

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Affirmative Action

Physically Challenged: **No**

Work Authorization

Job Type: **Permanent**
Employment Status: **Full time**

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