SHUBHAM K. MAURYA

ENVIRONMENT ARTIST / REAL-TIME VR DEVELOPER
LONDON, UK
https://yesitsskm.github.io/portfolio/
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Film Showreel   CGI Showreel

VR Demoreel

I'm an **XR designer/dev** specializing in **environment design & VR**. I have a strong inclination towards **visual arts & storytelling**. I focus on a better **user experience** along with **efficient problem-solving**.

EXPERIENCE

SILVERA AUTOMOTIVE SOLUTIONS, LONDON — *Solutions Engineer*   **OCT 2022 – PRESENT**
- **Designed & modeled** a 3D showroom in **Blender** for showcasing & advertising clients' vehicles. The **environment is optimized** for game engines & **VR experiences**.
- Learned about and documented **client research**.

SA RE GA MA INDIA LTD. – *Editor; DIT*   **AUG 2022 – OCT 2022**
- Rough cuts & **rushes editor** for a **web series**
- Audio / Video **syncing**
- **DIT & organisation** of footage

DEAD PIXELS – *Camera Assistant (1st); Editor*   **AUG 2022**
- **1AC** on a sci-fi short film (**Blackmagic** Pocket Cinema 6K)
- Editor

CREATIVE SPARKWORKS – *Camera Assistant (1st); Trainee / Set Runner*   **JUN 2022 – AUG 2022**
- **1st Camera assistant** on Interview shoots (**SONY FS7** & Blackmagic **Pocket Cinema** 6K Camera)
- Film **trainee** and **Set runner**

RELEVANT PROJECTS

PARKOUR MOVEMENT SYSTEM (Unreal Engine) — *Blueprints*   **MAR 2022**
https://github.com/YesItsSKM/Parkour
- Built upon the **3rd-person character controller** in UE4 to add a new parkour movement system (coded using **Blueprints**). **Added new animations** to the existing **rig** & learnt **modular Blueprints programming**.
- Also features a **procedurally generated map**.

HAND-TRACKED VIRTUAL BODY FOR VR EXPERIENCES (Unity) — *Meta Quest 2 (VR)*   **AUG 2022**
https://github.com/YesItsSKM/HandTracked-Virtual-Body-VR
- Designed & coded A **VR experience** that features an **IK body** with **physics-based hands** (hands were **tracked** using **Oculus SDK**), aiming to improve **embodiment**; and deployed the **app** on **Meta Quest 2**.
- Made **curved menus** and **hand-gesture-based interaction & locomotion** system.

TRANSFERABLE SKILLS

DaVinci Resolve	– Editing, Colour correction/grading, Footage tracking
Unreal Engine	– Environment/level design, Blueprints, Materials, Post-processing
Unity	– Environment/level design, C#, Materials, Post-processing
Blender	– Environment design, 3D modelling, Texturing, Materials, Post-processing
OptiTrack Motive	– Full body motion capture, Rig assignment & retargeting for game engines
C/C++	– DS/Algo, STLs, 5+ years experience (v 11/14), GraphViz, now learning UE5 C++

EDUCATION

GOLDSMITHS, UNIVERSITY OF LONDON (UK) — *MSc Virtual & Augmented Reality*   **SEP 2021 – SEP 2022**

KALINGA INSTITUTE OF INDUSTRIAL TECHNOLOGIES (India) — *Bachelor of Technology (B. Tech.)*
Computer Science & Engineering   **JUL 2017 – JUN 2022**