RUSHIL SHASHANK KEKRE

ANIMATION • VISUAL EFFECTS • DEVELOPMENT
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Education:

Bachelors of Engineering (B.E) in Computer Science and Engineering (2009-2013)
College: PES Institute of Technology – Bangalore South Campus.
University: Visvesvaraya Technological University (VTU), Belgaum, Karnataka

Work Experience – Internship:

Interned with Virtual Logic Systems Pvt. Ltd. (www.virtuallogicsys.com) as a **Graphics Programmer on Unity**.
Responsibilities included:
  - o Developing logic and writing scripts for real-time 3D simulators in C# using Unity Game Engine
  - o Developing environment and relevant effects.
Duration: February 2013 – April 2013

Technical Skills:

Programming Languages:	C/C++, OpenGL, C#, MEL, Python
Software and Tools:	Autodesk Maya, Adobe Photoshop, Adobe After Effects
Game Engines:	Unity 3.5, Unity 4

Projects:

  - o Developed an **Automated Seating Arrangement System** for college examination
  - o Developed a **2D game titled "Battleships"** using OpenGL (C++)

Areas of Interest:

  - o Animation and Visual Effects
  - o Game Design and Development
  - o Web Development
  - o Graphic Design