



RUSHIL KEKRE

FX Artist + Developer

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Education

2014 - Present

M.S - VISUALIZATION

Texas A&M University

2013

B.E - COMPUTER SCIENCE

PES Institute of Technology, Bangalore South

Skills

SOFTWARE:

Houdini | Maya | MARI | Unreal | Unity | Photoshop

LANGUAGES:

C++ | Java | Python | HTML | CSS | JavaScript

OPERATING SYSTEMS:

Windows | Ubuntu | Mac

Projects

May 2015 - August 2015

Summer Industry Course with Walt Disney Animation Studios

EFFECTS & ART LEAD

- + Created a 30 second animated short under the guidance of artists and CG professionals from Walt Disney Animation Studios
- + Responsible for creating environmental effects using custom VOPs and SOPs in Houdini

Experience

January 2016 - Present

Graduate Research Assistant

TEXAS A&M UNIVERSITY

- + Assisting on a NSF funded Augmented Reality research project based on eye tracking using C# and Unity

January 2015 - December 2015

Graduate Teaching Assistant

TEXAS A&M UNIVERSITY

- + Responsible for grading weekly writing assignments on various visualization related topics and providing constructive criticism

April 2014 - July 2014

Intern - Web Design and Development

QUADWAVE CONSULTING

- + Creating responsive websites for desktop, tablet, mobile use
- + Redesigning UI for various existing company projects
- + Creating marketing content for use in company projects and activities

February 2013 - April 2013

Intern - Graphics Programmer

VIRTUAL LOGIC SYSTEMS

- + Developing new functionality for real time welding simulator in Unity
- + Developing new tools using C#
- + Creating props and relevant effects