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 School of Engineering

SKILLS

- Houdini | Maya
- C++ | Java | Python
- HTML | CSS | JavaScript
- MARI | Unreal | Photoshop

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 in deployment and testing of eye tracking software for an NSF funded project

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 3D
+ Developing new tools using C#
+ Creating props and relevant effects