

Reel | rushilkekre.com

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