

EDUCATION

Master of Science (M.S) VISUALIZATION <i>Texas A&M University</i>	August 2017 (expected)
Bachelor of Engineering (B.E) COMPUTER SCIENCE & ENGINEERING <i>PES Institute of Technology</i>	2009

SKILLS

Software
Houdini Maya MARI Photoshop Unreal Unity
Languages
C++ Python VEX Java HTML CSS JavaScript
OS
Windows Linux Mac

EXPERIENCE

FX Intern FRAMESTORE New York, NY	June 2016 - August 2016
- Created FX elements using Houdini for a commercial as well as an in-house animated short - Built a procedural modeling tool to create static snow and icicles for set dressing - Added functionality to existing pipeline tools and digital assets using VEX	
FX Lead TEXAS A&M UNIVERSITY <i>Summer Industry Course with Walt Disney Animation Studios</i>	May 2015 - August 2015
- Created a 30 second animated short under the guidance of artists from Walt Disney Animation Studios - Responsible for creating FX elements in Houdini - Assisted in modeling and texturing of few props using Houdini and Maya	
Graduate Assistant - Teaching TEXAS A&M UNIVERSITY	September 2016 - Present;
- Responsible for grading assignments and projects for VIST 270 (Computing for Visualization 1) - Responsible for helping students solve programming issues and conducting information sessions	
Graduate Assistant - Research TEXAS A&M UNIVERSITY	January 2016 - May 2016
- Assisted on a NSF funded Augmented Reality project based on eye tracking - Created scripts in Matlab for testing in Unity	
Graduate Assistant - Teaching TEXAS A&M UNIVERSITY	January 2015 - December 2015
- Responsible for grading essays for VIST 375 (Foundations of Visualization)	
Web Design & Development Intern QUADWAVE CONSULTING	April 2014 - May 2014
- Developed responsive websites for desktop, tablet and mobile use - Redesigned UI for various existing company projects - Generated marketing content for use in company projects and activities	
Graphics Programmer Intern VIRTUAL LOGIC SYSTEMS	February 2013 - April 2013
- Developed spark tool for a real time welding simulator - Created props and relevant effects.	