

EDUCATION

Master of Science (M.S) August 2017
VISUALIZATION (expected)
Texas A&M University

Bachelor of Engineering (B.E) 2009
COMPUTER SCIENCE & ENGINEERING
PES Institute of Technology

SKILLS

Software
Houdini | Maya | MARI | Photoshop | Unreal | Unity

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

OS
Windows | Linux | Mac

EXPERIENCE

FX Intern June 2016 - August 2016
FRAMESTORE | New York, NY

- Created dynamic FX elements using Houdini for a commercial for a major client as well as for an in house production.
- 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 May 2015 - August 2015
TEXAS A&M UNIVERSITY
Summer Industry Course with Walt Disney Animation Studios

- Created a 30 second animated short under the guidance of artists and CG professionals from Walt Disney Animation Studios.
- Responsible for creating steam FX in Houdini.
- Assisted in modeling and texturing of few props using Maya.

Graduate Assistant - Teaching September 2016 - Present;
TEXAS A&M UNIVERSITY January 2015 - December 2015

- Responsible for grading assignments and projects for VIST 375 (Foundations of Visualization) and VIST 270 (Computing for Visualization 1)

Graduate Assistant - Research January 2016 - May 2016
TEXAS A&M UNIVERSITY

- Assisted on a NSF funded Augmented Reality project based on eye tracking.
- Creating scripts in Matlab for testing in Unity.

Web Design & Development Intern April 2014 - May 2014
QUADWAVE CONSULTING

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

Graphics Programmer Intern February 2013 - April 2013
VIRTUAL LOGIC SYSTEMS

- Tool development for a real time welding simulator.
- Creating props and relevant effects.