RUSHIL KEKRE

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EDUCATION

MS – Visualization *December 2017 (expected)*
Texas A&M University College Station, TX
- Graduate coursework in Physically Based Modeling, Image Synthesis, Digital Image, Rendering and Shading, Interactive Virtual Environments, Computer Animation

BE – Computer Science *2009 – 2013*
PES Institute of Technology Bangalore South, India
- Undergraduate coursework in Computer Graphics, Algorithms, Data Structures, Object Oriented Programming using C++, Software Engineering, Databases

SKILLS

Languages/API: C++, OpenGL, GLSL, VEX, Python, HTML, CSS, JavaScript, Bootstrap
Software: Houdini, Visual Studio, Maya, Photoshop, Unreal Engine, Mari
OS: Windows, Linux, Mac

EXPERIENCE

FX Intern *January 2017 – May 2017*
SideFX Software Santa Monica, CA
- Assisted senior production specialists with Houdini 16 workflows
- Testing new Houdini 16 toolsets

FX Intern *June 2016 – August 2016*
Framestore New York City, NY
- Created FX elements using Houdini for a commercial as well as an in-house animated short
- Built a procedural modeling tool to generate static snow and icicles on props
- Added functionality to existing HDAs using VEX

Web Development Intern *April 2014 – June 2014*
Quadwave Consulting Bangalore, India
- Revamped company website and UI for existing projects using Bootstrap framework

Graphics Programming Intern *February 2013 – April 2013*
Virtual Logic Systems Bangalore, India
- Developed a spark generation tool in C# for a welding simulator running on Unity game engine

ADDITIONAL EXPERIENCE

- **FX TD** on "The Novice" – Developed Pyro effects and character glow effects
- **FX TD** on "Knot Today" – Developed Pyro effects
- Conducted additional teaching sessions and responsible for grading assignments and exams as a **Graduate Teaching Assistant** from Sept '16 to Dec '16 for VIST 270 (Computing for Visualization 1) and from Jan '15 to Dec '15 for VIST 375 (Foundations of Visualization)
- Wrote scripts in Matlab as a **Graduate Research Assistant** from Jan '16 to May '16 on a NSF funded Augmented Reality project based on eye tracking

SELECT PROJECTS

- **OpenGL Render Engine –** A real time rendering engine using C++, OpenGL, GLSL and ImGUI. Features include PBR texturing, image based lighting, SSAO, model loading, etc.
- **Monte Carlo Path Tracer –** Developed using C++. Features include reflections, refractions, materials, lights, shadows, etc.
- **Flocking simulation –** Developed using Processing