

RUSHIL KEKRE

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EDUCATION

MS – Visualization

August 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” – A short film produced in collaboration with students from the School of Visual Arts, New York.
- **FX TD** on “Knot Today” – A 30 second animated short produced under the guidance of supervisors from Walt Disney Animation Studios from May ’15 to Aug ’15
- **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)
- **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 and GLSL. Features include texture mapping, normal mapping, object loading, skybox, multiple lights, etc.
- **Monte Carlo Path Tracer** – Developed using C++. Features include reflections, refractions, materials, lights, shadows, etc.
- **Flocking simulation** – Developed using Processing