

ANANTHA NATARAJAN

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EXPERIENCE

- Report Bee Pvt Ltd, Chennai, TN— Visual Designer** May 2017 – June 2018
- Created vector graphics & illustration, User Interfaces and Interactions for web applications.
 - Designed several seasonal interactive animations that appeared on Report Bee's landing page.
- Jaze Networks Pvt Ltd, Chennai, TN— Full Stack Developer** May 2016 – May 2017
- Completely revamped the franchise module of a Network Management SaaS solution.
 - Worked with payment and SMS gateway providers to integrate their solutions with the product.

ACADEMIC PROJECTS

- Harvest – Game Developer and Technical Artist [Unreal Engine]** June 2019 – July 2019
- Created a first-person open world farm exploration game guided by mentors from Epic Games, Amazon Games and the game was released in itch.io (<https://averagejo.itch.io/harvest>)
 - Developed a physics-based character-foliage interaction system that supports instancing different foliage models and ability to handle around 200K foliage.
 - Implemented core gameplay mechanics, AI enemy spawning, in-game UI, game save and re-spawn system using Unreal Engine and rigged foliage models in Maya
- Physics Based Simulations [OpenGL, C++]** Aug 2019 – Present
- Architected a particle generator that generates tens of thousands of particles each deriving its attribute from a random distribution with an option to export the simulation as an obj file.
 - Used Stack data structure to efficiently store/discard particles thereby reusing memory locations of dead particles.
 - Wrote a custom Python Surface Operator (SOP) in Houdini that reads the simulation from the obj file and visualize the simulation using Mantra Renderer
- Art Directable Procedural Placement Tool [Houdini]** Aug 2019 – Present
- Developing a system that help artists create a grayboxed/detailed 3D environment from a simple 2D layout sketch
 - Artist will have complete control over the randomized asset placement and distribution. Several layers of different environmental areas encompassing different assets can be layered over one another.

EDUCATION

- Texas A&M University, College Station, Texas** GPA: 3.65 / 4.0
Master of Science, Visualization - Computer Graphics December 2020
- Related Coursework: 3D Modelling & Animation, Digital Image Processing, Physically-Based Modeling & Animation, Design Communication, Life Drawing, Time-Based Media
- Anna University, Chennai, India** GPA: 3.0 / 4.0
Bachelor of Technology in Information Technology April 2016
- Related Coursework: Data Structures and Algorithms, Object Oriented Programming, Object Oriented Analysis and Design, Operating Systems, Database Management Systems

SKILLS

- Design Tools:** Unreal, Maya, Houdini, Unity, Adobe Creative Suite
- Technical Skills:** C, C++, Python, OpenGL, GLSL, PHP, HTML, CSS, JS, jQuery, WebGL, ASP.NET, MySQL