Akash Sathyamurthy
Technical Content Artist
Rockstar Games

Brief Note:

Experienced 3D Artist with a demonstrated history of developing 3D assets from scratch to final render. With a background in both design and programming, I am adept at bridging the gap between art and technology. Eager to leverage my skills in a technical artist role, contributing to innovative projects that require both creative problem-solving and technical proficiency.

Education:

Computer Science Engineering
Kumaraguru College of Technology
July 2015 - April 2019

⬦ A four year bachelor's degree in Computer Science Engineering, covering a wide range of computer science related fields and coding knowledge.
⬦ Coursework included Data Structures and Algorithms, Database Management Systems (SQL), Data Analytics, Computer Network, Computer Graphics, Basics of Artificial Intelligence, and programming in various languages such as C, C++, Java, Python, C#, etc.

Diploma in Game Designing
Yellow Tree Academy
January 2017 - October 2018

Diploma in Game Asset Creation, covering various stages of 3D asset creation and the basics of game development engines (Unity and Unreal). Well versed in game asset creation, including concept design, 3D modeling, sculpting, UV unwrapping, texturing and rendering.

Work Experience:

iQube
Incubation Center
July 2015 - April 2019

⋄ Developed a couple of games in Unity, released on the App Store with over 15k downloads. I was responsible for the whole project, including Art, Design, Programming and Game mechanics.
⋄ Created apps based on AR and VR using both marker and markerless technology.
⋄ Developed a VR experience in Unreal Engine, including a forest environment, with tasks involving Modeling, Texturing, Environment creation and Cinematics.
Link to this project: https://youtu.be/cUp8fFCWYFQ
⋄ Created 3D assets from scratch for AR/VR and game-compatible low poly assets, including PBR workflow.
⋄ Developed augmentation for a real-time IOT project that retrieves data from the cloud and projects it in AR when scanned over a QR code for Dover Hackathon challenge.

Freelance Work
April 2018 - April 2019

⋄ Developed an AR project for a Dubai-based startup company where pointing at a brochure with images of buildings displayed the augmented version of the buildings using Vuforia.
⋄ Created 3D assets, including modeling, UV unwrapping, and texturing, for an Gujarat based AR/VR startup company.

Robert Bosch
Programmer (Associate)
September 2019 - September 2020

⋄ As an associate programmer at Robert Bosch I was responsible for automating a propriety technology used in Engine Communication for Daimler.
⋄ Contributed to the creation of a standalone application involving Java and Python.
⋄ Tasks included creating UI, parsing JSON data, running calculations on them and storing them in Excel and vice versa, among others.

Rockstar Games
Technical Content Artist (Mid Level)
September 2020 - till present

◇ Focused on optimizing art development pipeline processes to ensure art performs well within the game engine.
◇ Created various Levels of Detail (LOD) for all environment and prop assets using 3ds Max.
◇ Optimized art assets to improve performance (streaming, memory etc) and identified and resolved various types of art asset bugs, contributing to a polished final product.
◇ Collaborated with a colleague to create a Duplicate Asset tracker using Python, which was helpful in finding duplicate assets and saved significant time when creating LODs and Collisions.
◇ Worked with team members to identify repetitive tasks and created a few MaxScripts, significantly enhancing efficiency and streamlining the workflow.
Programs Used: 3ds Max, Photoshop, Perforce, Max script, etc.

Skills

3ds Max
Photoshop
Unity
Unreal Engine
Substance Painter

Programming languages
C, C++, C#, Python, Java, Max script

Projects links:

Unity
Color Harmony
https://github.com/dreamycurrentz/Unity-ColorHarmony

Space Shooter
https://github.com/dreamycurrentz/Unity-SpaceShooter

Unreal Engine

https://github.com/dreamycurrentz/Unreal-Engine-VRFireSimulation/blob/main/README.md

3ds Max Scripts

https://github.com/dreamycurrentz/3dsMaxScripts

Practice Scripts
C# XML Parsing

https://github.com/dreamycurrentz/C-XMLParsing/blob/main/XMLParsing.cs