

Fani Kiran

Lead Technical Artist

Fani Kiran Vulapalli

305 Harluru
Bengaluru, India, 560068

91 99496 93644
hellofani@yahoo.com

Summary

A result-driven team player with a passion for quality visuals and optimized game experience, I have an expert understanding of asset integration & optimization in 2D and 3D assets. I thrive working under pressure, handling tight deadlines with decorum & grace. Motivating and mentoring juniors gives me the ability to pass my experience and expertise and rejuvenates my love for the game industry.

Experience

20+ years of experience
15+ years in gaming
10+ years in tech art

Lead Artist Technical / Scopely

November 2021 - PRESENT, Bangalore

Key responsibilities are AI process and tool development, Art process innovation & mentoring 20 members of tech art and animators team.

Associate principal artist Technical / GSN Games

May 2016 - November 2021, Bangalore

Key responsibilities include implementing & optimizing 2D & 3D assets in unity, prototype UI and Level layouts for quick iteration & teaching new tools and skills to upgrade tech art & animation teams.

Project Manager mobile games / dMobi Lab

February 2015 - April 2016, Gurgaon (Delhi NCR)

Handling Studio Operations, Project management, Planning, & knowledge expansion training.

Much more on [LinkedIn](#).

Leadership

As a SME (Subject Matters Expertise) I not only guide the technical art team but also take KT sections to animators and artists to optimize the process and tools. As a lead technical artist, I inspired the team in so many ways that ultimately reflected in game art and expertise quality.

Skills

Unity 3D & 2D, Adobe Photoshop, Autodesk 3D Max, GitHub & Bitbucket, Sourcetree, Jira & Confluence, many more...

Education

The Product Management for AI & Data Science / AI Certificate

Nov 2022 - Jan 2022, Bangalore

Udemy certificate program for Product Manager in the Field of AI & Data Science

AI Anim Illustration on Google Colab / Online Certificate

Nov 2022 - Nov 2022, Bangalore

Udemy certificate program focused on how to install, use & train Stable diffusion models for our needs.

Modeling virtual environments and simulations / Nanodegree

Dec 2017 - Mar 2018, Bangalore

Udacity nanodegree program in AR/VR development.

Multimedia & Animation / Diploma

Mar 1999 - Mar 2000, Hyderabad

Arena institute of multimedia diploma program in multimedia and animation.

Awards

Annual Stellar Award / Scopely

2021, Bangalore

Fani has been a key team player and a reliable performer in his team. He always makes himself available when you need help. He is great at explaining complex technical things in the most simple ways.

He is a problem solver with the unique ability to keep track of minor technical issues while never losing sight of the bigger goals.

Has been a key POC during the upscaling and onboarding of features and teammates.

Spot Award / GSN Games

2019, Bangalore

For the Unity setup from a tech art perspective. Ported more than 4 features in the game in 2 months.