Jaswanth Naidu Yedla

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EDUCATION

Bachelors of Technology in Computer Science and Engineering
Bennett University · Greater Noida ,UP · 2023 · 7.1

EXPERIENCE

Pipeline Consultant
DNEG   **January 2023 -June 2023, Mumbai**
· Created small tools for MAYA and NUKE DCCs for pipeline support, using Python for scripting and Pyside2 for UI, streamlining workflows and improving productivity for artists.
· Creating and managing tasks or tickets within Jira for different stages of the production pipeline.
· Developed a custom tool called "Rig Attributes Manager" using Maya, Python scripting, and Pyside2 to assist rig artists in their work. This tool streamlines the process of managing rig attributes, providing a user-friendly interface for rigging tasks.
· The Rig Attributes Manager tool could have features such as:
· 1. A centralized interface for creating, organizing, and editing rig attributes.
· 2. Customizable presets for commonly used attribute configurations, speeding up the rigging process.
·3. By offering both preset and the ability to create custom attributes the Rig Attributes Manager provides flexibility and efficiency to rigging artists.

INTERN
JV Technologies   **June 2020 - August 2022, remote**
· Developed a shopping website using the REACT-JS framework.
· Integrated a MongoDB database for handling data storage and retrieval. MongoDB is a NoSQL database known for its flexibility and scalability, making it suitable for handling various types of data in an e-commerce context.
· Utilized POSTMAN to build APIs and test them
· Implemented features such as user registration, product listing, cart management, and checkout process, providing a complete shopping experience for users visiting the website.
· Employed modern web development practices, including responsive design, to ensure optimal user experience across different devices and screen sizes.

PROJECT WORKS

RIG ATTRIBUTES MANAGER
DNEG · May 2023 -June 2023
· Reviewed and implemented various rigging artists' workflows in Maya, specifically focusing on the process of adding attributes to rigs. By analyzing their existing workflows, I'm able to identify areas for improvement and optimize the attribute management process, reviewed existing tools similar to the same concept, and checked for improvements that could be added to my tool.
· Collaborated with my mentor, and based on everyday discussions, I planned and designed a demo UI to showcase the functionality and interface of the final tool, to ensure that the tool meet the expectations and requirements of the rigging artist
· Designed and implemented the project workflow, By carefully planning the project, I ensured that it could seamlessly fit into the rigging pipeline and enhance the overall workflow efficiency.
· Developed the final tool using Python scripting and the Maya cmds library, the Maya cmds library provided direct access to Maya's functionality.
· PySide2 to create a user-friendly UI for the tool (VFX industry standard)
· reviewed workflows, planned the project, and finally implemented the tool with Python scripting and PySide2 UI, providing efficient solutions using Maya's APIs and custom tools. This tool streamlines the attribute management process, allowing rigging artists to work more effectively and enhancing the overall rigging pipeline.

INVOLVEMENT

Marketing and Management
Bennett Univeristy, Greater Noida · ROBOTICS CLUB -BU · July 2019 - July 2020
· Participated at college fests organizing robo-wars etc.
· Hosted World's Cube Association at Bennett University (https://www.worldcubeassociation.org/competitions/BUCubeOpen2020)

SKILLS

PYTHON, HTML, CSS , JS, REACTS-JS , AWS , GIT