

Ganesh Belgur Ramachandra

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EXPERIENCE

• MPC Film, Technicolor India Private Limited

Bangalore, India

Software Developer - R&D

Feb 2017 - Present

<https://www.technicolor.com/create/vfx>

- **Furtility**: Developed and refactored in-house tool for creating photorealistic hair, fur, feathers and other fibre like clothing
- **Haystack**: Developed a new in-house tool based on Furtility for previewing scenes with high density vegetation in Fabric Engine
- **FurtilityX**: Developed a version of Furtility for the new USD based pipeline at Mill Film

• Xentrix Studios

Bangalore, India

Developer - Pipeline

Jul 2016 - Feb 2017

<http://www.xentrixstudios.com/>

- Developed and optimized in-house C++ plug-ins for Autodesk Maya
- Improvements to studio's CG pipeline and aiding artists in troubleshooting bugs

PROJECTS AND PUBLICATIONS

- **Orbinal**: A unidirectional path tracer implemented based on Peter Shirley's minibook series and parts of the PBRT book.
- **DreamWorks FX Challenge**: A simulation of sparks flying in a projectile trajectory that collides with obstacles and splinters.
- **DreamWorks Steer Quest**: A flocking simulation of a herd of sheep avoiding static and dynamic obstacles in a scene to reach a designated destination.
- **Grammar Error Detection Tool**: A novel approach based on NLP for detecting grammatical errors in a text. A technical paper was presented on this approach at the Jawaharlal Nehru Technological University, Hyderabad which was published by Springer under the title, 'Proceedings of ICCII 2017, Springer - Advances in Intelligent Systems and Computing'.

EDUCATION

• Amrita School of Engineering

Bangalore, India

Bachelor of Technology in Computer Science and Engineering with Distinction

Aug. 2012 – Aug. 2016

- **Courseware**: Computer Organisation and Architecture, Operating Systems, Data Structures and Algorithms, Database Management Systems, Computer Networking, Computer Graphics, Automata theory and Computer Language Engineering, Net-centric Programming, Software Engineering;

SKILLS AND ACCOMPLISHMENTS

- **Programming Languages**: C, C++, Python, Lua, HTML, CSS, Sass, Javascript;
- **Technologies and Frameworks**: OpenGL, Maya, Katana, Houdini, Jekyll, Blender, Unity;
- **Honor and Award**: Won the third place in Stay Late And Code event, a hackathon which was held at college; Successfully completed a Diploma Course in Visual Effects;
- **Volunteering**: Served as a Student Volunteer at the ACM SIGGRAPH Asia 2017 and 2018; Volunteer/ Mentor at GAFX 2018, Bangalore; Organised hackathons at college
- **Languages**: English (Professional working proficiency); Kannada (Mother tongue);