Ameya Kanojia

VFX Pipeline TD

Address Lucknow, UP, 226010

Phone 973-151-3632

E-mail ameyakanojia96@gmail.com

LinkedIn https://www.linkedin.com/in/ameya-kanojia-49a222b3

WWW https://github.com/neo2696

Robust experience in creating games while working both in a team and individually. Achieves intended concepts according to project requirements by utilizing diverse technology resources. Poised and committed in listening carefully to critiques and requests, incorporating feedback and boosting project outcomes to surpass expectations.

Skills

Unity/Blender
Good

Game Design and Prototyping
Good

Typescript
Good

C#/C++
Very Good

Glitch And Bug Resolution
Good

HTML/CSS
Good

Python
Very Good

Unreal
Good

Work History

Nov 2021 - Current **VFX Pipeline TD**

DNEG, Mumbai, Mahrashtra

Currently working as VFX Pipeline TD at DNEG. Providing show support and working on development tasks as per requirement. Working with all sorts of DCCs including Maya, Houdini, Unreal etc. Created the tool for total size calculation of shows across sites and transfer missing files using the current api's used for file management and file transfer.

Feb 2021 -
Sep 2021

Master Thesis Intern

Mixtive AB, Göteborg

The Master Thesis project was to create a 3D visualization of the city of Gothenburg using Web based Augmented Reality.

- Used critical thinking to break down problems, evaluate solutions and make decisions.
- Used coordination and planning skills to achieve results according to schedule.

Education

Sep 2019 -
Current

Master's in Game Design And Technology: Game Design and Technology

University of Gothenberg - Gothenberg

Aug 2014 -
May 2018

Bachelor of Science: Computer Science and Engineering

Rashtreeya Vidyalaya College of Engineering - Bangalore Karnataka India

Achievements

- Hackerank RVCE I achieved 1st position and 2nd position in Hackerrank RVCE May and June contest respectively with 200 participants each
- Android Development 2016 My team was ranked 4th in the annual android development contest organized by IIT Guhawati among 200 teams

Projects

- **January 2021 AR PacMan** *C#, Unity, ARCore, ARFoundation, Android* My project for the course Technology-driven experimental game design dur- ing my master's program in the University of Gothenburg. The objective was to implement an AR game using the techniques learnt in the course. I Implemenetd AR PacMan for Android which used both image detection and plane detection.
- **November 2020 Remake of Gish game** *C#, Unity* My project for the course Technology-driven experimental game design dur- ing my master's program in the University of Gothenburg. The objective was to recreate main character from the 2D platformer game Gish. Main focus was to on the jump mechanic of the player. The game created was a 2.5D platformer game with some enemies and a point collecting system.
- **October 2020 Heart Raiser** *C#, Unity, Arduino* Group Project for the course in Interaction Design & Game Development Project. This was done in collaboration with the Universeum science center in Gothenberg. The project is a semi-digital and electronic multiplayer racing game in which the in-game speed of the player's are controlled by their heart rate, tracked by a heart rate sensor on their fingertips.

- **May 2020 A visitor web application for an amusement park project** *typescript, vue, TypeORM, node.js* Created a web application for an amusement park which provided the user with information, queue times and locations of all the attractions and activ- ities the park has to offer. This project was a part of the Agile development course.
- **May 2020 Implemented multiple special effects on a pathtracer project** *C++* Created a web application for an amusement park which provided the user with information, queue times and locations of all the attractions and activi- ties the park has to offer. This project was a part of the Advanced Computer Graphics course.
- **March 2020 Remake of the 2D arcade game Q bert** *SDL, Visual Studio, C++, OpenGl* In the project I designed and developed a game engine for Q bert and then created the game retaining most of the features from the original while adding some new changes to it as well. This project was a part of the Game Engine Architecture course.
- **December 2019 Implemented a Particle System in OpenGL** *OpenGL, Visual Studio, C++* Created a particle system for a spaceship that leaves a trail of particles as the spaceship moves. This project was a part of the Computer Graphics course.
- **December 2019 Rage in Space (board game)** *Board Game, Gameplay Design, Game Testing* Group project for the course in Gameplay Design, it is a board game for 3 players , played over a hexagonal board with lots of strategic planning and quite a good amount of tension.