NIKHIL MANDLIK

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PROFILE

To lead, challenge and be challenged in 3D Game Industry. Analyze and improve new techniques or tools to improve games and gaming experience.

3D ARTIST EXPERIENCE

Lead Modeler

Bit Gym, (Dec 2013-In progress)
- Responsible for making all 3d Characters from 2d comic strip.
- Link: http://jordioslo.com/

Lead Modeler, Concept and Texture Artist

Narasimha, Academy of Art University (Dec 2012-Nov 2013)
- Responsible for Concept Designs and Character Arts
- Successfully delivered four game characters and Environment within a given time frame
- Hand Painted Textures on every Models
- Video Link: http://vimeo.com/82118516

Hard Surface/Prop Modeler

Jr. Giants 2013, Academy of Art University (2012)
- Successfully delivered 'School Bus' Model for Jr Giants Short film
- Props for one of the main character
- Video Link: http://vimeo.com/73986280

Lead Modeler

Tigers Stripes, Academy of Art University (2013)
- Lead Character Modeler for a 3D animated short film
- Successfully delivered two main characters and Environment
- Video Link: http://vimeo.com/80829694

The Gift, Academy of Art University (2012)
- Lead Character Modeler for a 3D animated short film
- Successfully delivered Two Main Organic characters
- Successfully modeled a House as a Main Environment for these characters.

Environment Modeler

The Curse of the Castle, Academy of Art University (2012)
- Environment modeler for a Visual Effect short film

N I K H I L   M A N D L I K

WORK EXPERIENCE

Senior Software Engineer

INFOSYS TECH. LTD, Pune, India (2007 – 2010)
- **Expresso Telecomm Group, Ghana**
  - Successfully implanted entire Invoice Module using **Oracle Business Intelligence (BI) publisher** and JAVA code to produce invoices and also automatically send an email to respective customer.
  - Successfully implemented custom opcodes for **Balance Inquiry**, **Balance Transfer** as well as for **invoicing** to enhance the functionality with help of the most demanding and challenging Oracle product: Billing and Revenue Management (BRM).

- **CRAYONS - Design Group**
  - Designed and developed portal using HTML for '**Creative Events Calendar**' for Infosys.
  - Leading the subprojects related to Infosys internet mailers, calendar design. The project was deployed well within the time frame and achieved recognition and is heavily used internally.

SKILL SET

Computer Design: Maya, Zbrush, Unreal Engine (UDK), Mudbox, UV Layout, 3D Coat, Photoshop, After Effects, 3DS MAX, Nuke and Flash

Programming Languages: JAVA, JEE, JavaScript, CSS-Html, Oracle SQL, C, C++ and Assembly (8085, 8086, and 8051)

Oracle Portal: BRM, Custom Opcodes in C, BRM Products configuration, Oracle BI Publisher

ACADEMIC PROJECTS

Multiparty Telephone System with Device Control B.E. Final Year Project (2007)
- Designed basic circuit diagram
- Coding in C language for operation of entire module.

Microcontroller Based Autonomous Robot Summer project (2006)
- Designed circuit diagram
- Coding in C language for Robots Direction Logic.

EDUCATION

- **Master of Fine Arts,** Academy of Art University, San Francisco, CA (Dec 2013)
- **Electronics and Telecommunications Engineering**, University of Mumbai, India (May 2007)