Niranjan Kalyanasundaram

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Objective

To contribute in recapturing the style and spark of animation from the golden age in whatever capacity possible.

Experience

Software Engineer
3 years, 4 months
Sagitec Solutions Pvt. Ltd.

- Developed, maintained, and migrated 6+ apps as part of the R&D team for hybrid mobile app design and development
- Clients included various branches of the American State Government
- Roles included web client front-end and server-side middleware development
- Work featured on Sagitec's website
- Technologies used: Ionic, Angular, NodeJS, ExpressJS

Freelance Artist & Composer
1 years, 4 months
Self Employed

- Worked on 15+ commissioned projects in music, animation, and more
- Work screened in the Golden Triangle International Film Festival

3D Design Intern
4 months
CaratLane Pvt. Ltd.

- Interned in the Product Design Imaging Team to model & render jewelry using Rhinoceros 3D and Matrix plugin
- Identified an opportunity to automate a task, and created a prototype by scripting in Photoshop

Notable Achievements

- Researching under the able guidance of Dr. Victor Zordan, Director of the Clemson University (CU) DPA Program and Chairman of the CU Visual Computing Department. Our objective is to create a new technique for use in the animation industry. Our research paper is expected to be published in May 2021.
- Emphasizing coursework in computation graphics at Clemson University, such as generating procedural textures, and implementing custom toon shaders in C++ and OpenGL.
- Worked under Carol Collins, faculty member of the CU Theater Department, as a Theater Migration Assistant to develop creative tools and approaches to the virtual classroom during the Fall semester of 2020. Critical roles included adapting existing theater curriculum and transforming to online education while retaining its essence, to combat COVID-19.

Education

MS Digital Production Arts
2 years*
Clemson University, USA

Mixing & Mastering for the Electronic Musician
3 months
Berklee College of Music Online, USA

BSc Animation
3 years
Mahatma Gandhi University, Meghalaya, India
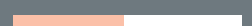
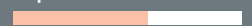## Skills

- Maya
- Arnold
- Renderman
- Nuke
- Substance Designer
- Substance Painter

- C / C++
- OpenGL
- Python
- CUDA
- OpenCL

- Ionic Framework
- Angular
- NodeJS

Hobbies

- Photography
- Reading
- Music