Maccha Ramakrishna

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PROFESSIONAL VALUE OFFERED

- Over 23 years of experience in technical and creative elements of games, animations and VFX industry in production and training.	- Program leader for a BSc Degree, Lecturer in Higher Education for over 10 years and organizing training workshops for professionals.
- Excellent understanding of computer science fundamentals, data structures, and algorithms.	-Strong data-driven thinking and performance tuning for high-performance operational platforms.
-Strong programming skills and experience with Python and other programming languages.	-Solid mathematical knowledge; understanding of machine learning, statistics.
- Designed and developed a range of domain applications using Python and supporting packages.	- Expertise in Python full-stack development, with strengths using Flask and Django web frameworks.
- Experience in Software Development Life Cycle (SDLC) best practices of the design, development, testing, debugging, maintaining and documenting software components.	-Expert knowledge of SQL , NO SQL and designing API's. implementing the SDLC pipeline with unit test embedded in the development process and CI / CD framework.
- Knowledge to building data models and applying learning algorithms in both supervised and unsupervised learning projects.	-Research in ML pipeline, NLP and Computer vision technologies.
- Designed courseware for BSc (Hons) Artificial Intelligence and Machine Learning (due to be validated)	- Experience in working and developing projects and courseware on full pipeline on Machine Learning, Deep Learning, Virtual reality and Augmented reality projects.
-Skilled at building strong team environment and fostering open communication and co-ordination with ability to take initiative and proactively work alone.	- Have strong communication skills, analytical and problem-solving skills, the ability to work independently, and within a team.

EDUCATION:

▪ Masters in 3D Animation	▪ Working on Advanced Certification on OpenCV
▪ Masters in Media Technology	▪ Diploma in Teaching in Lifelong Learning Sector
▪ Bachelor of Commerce	▪ Diploma in Art & Design
▪ Diploma in Data Science	▪ Diploma in Hardware Technology

SKILLS AND CAREER SUMMARY:

▪ Programming Languages :-	Python, C, C++,C#, Java
▪ Gaming Engines:-	Unity, Unreal
▪ 3D Software:-	Maya, 3DMax, Mudbox, Zbrush, Motion Builder
▪ Database :-	MySQL, MongoDB
▪ Data Science (Artificial Intelligence):-	Supervised, Unsupervised, Reinforcement Learning with various algorithms
▪ Computer Vision:-	OpenCV, TensorFlow, Kera's, YOLO
▪ Python Framework:-	Flask, Django, Rest API
▪ Development tools:-	HTML, CSS, Javascript , SFML, Monogame, Xamarin
▪ Composting Software:-	Adobe After effects, Nuke
▪ Image Editing Software:-	Adobe Photoshop

PROFESSIONAL EXPERIENCE:

Designation: Programme Leader
BSc (Games Design and AI & ML)
South Essex College, Southend (Nov 12 – Current)
Barking College, London

Responsibilities:

- Leading research and development of courseware on a range of Python and ML projects focused on different domains

- Design and development of Data Science (BSc(Hons) Artificial Intelligence and Machine Learning) and VFX degree program, Module Design and training materials

- Training and overseeing graduate projects with the students in game and app development

- Organizing programming workshops on C# ,Python, Database, ML and Computer Vision

- Handling and overseeing the student projects in games using Virtual and Augmented Reality

- Planning scheme of work, assessing units and marking schemes for assessment

- Course documentation , Periodic review ,QAA and validation process for university degree programs

SEP 08 - OCT 09 RADIANT CONNECT, London **Designation: Technical Head (VR)**	Worked on research and development of interactive projects on Virtual & Augmented Reality. Projects : Greeva (Virtual Valley Studios).
Aug-07 - July 08 TTGames – Warnerbros Knutsford, Cheshire **Designation: Technical Animator**	Worked on creating motion capture pipeline for game animations, and cinematic experience, and training the team to adapt python scripting in the project development. Projects : Prince Caspian and Lego Batman
May 07 - July 07 SAE Institute, London **Designation: 3D Tutor**	Training students on implementing python in production pipeline for feature film and gaming.
Dec 06 – April 07 Incredible Entertainments, London **Designation:** **Lead Technical Animator**	UK career began as a Technical Lead for character rigging and rendering pipelines (MAYA embedded language and Python scripting)
July 04 – Oct 06 Padmalaya Telefilms Ltd, India **Designation: Technical Head**	Handling and Overseeing the Development of Projects and Training. Worked on a number of feature films visual effects leading a team of over 90 professionals.
Apr 01 – Jul 04 SINDHU DIGITALS, India **Designation: Project Lead**	Handling and Overseeing the Development of Projects and implementing range of technologies into the production pipeline.
Aug 99 - Mar 01 SIBAR MEDIA and Entertainment Ltd. India **Designation:** **Project and Training Lead**	Conceptualizing and Developing Courseware on the full production pipeline for 3D Animations and Visual Effects for Feature Film and TV. Lead and Overseeing multiple projects (feature films and 3D animations series)
Aug 98 - July 99 PENTAMEDIA (formerly Pentafour Software & Exports Ltd.), India **Designation:** **Team Lead – Technical**	Worked on research and implementing the motion capture technologies on character and facial animations for Pandavas ,Sinbad and live action films.
Jun 97 - Jul 98 YES, School of Multimedia, India **Designation:** **Traditional Animator and Trainer**	Began career as a traditional & digital animator and trainer for the Winnie the pooh animation series.