PRADEEPAGOUDA PATIL

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| Pradeepagouda S. Patil | Mobile No: 98864-04307 |
| Email: pradeep.virgo@gmail.com | Alternative No’s: |
| Linkedin link:  <https://www.linkedin.com/profile/view?id=13345394&trk=nav_responsive_tab_profile> | 78997–2597/8 |

Career Objectives:I consider myself to be resourceful to the organization by proving my abilities as an efficient professional along with excellent co-ordination in team work, a self- starter, persistent & confident towards process execution, can work well under an office network consisting of different levels of senior hierarchies. My personality & language helps me put a positive impact for a wide variety of activities. I present myself to be handling with great responsibility.

# Employment Summary:

**Current Employer: John Crane sealing systems India pvt ltd.**

**Designation: 3D Animator**

Roles & responsibilities:Responsible for creating 3D stills for broachers and animations for exhibitions held across world and for internal training purposes.I support global mar-com team of John Crane in all aspect of 3D and 2D graphics. I supply graphics for internal web portals, banners and broachers may it be a raster or vector graphic.My latest works can be witnessed in this link:<http://www.johncrane.com/Products/Mechanical-Seals/O-Ring-Pusher.aspx>Naming for references like products Type270F, 48XP and most of other 3D images found in this Products section of website. Always I have been appreciated by EXCELLENT as feedback by customer in my quarterly report of every fiscal year. This made me deliver my best towards organizations business.

Period: MAR 2011 till date

**Previous Employer 1: Bimba Animations**

**Designation: Project Execution-Manager, 3D General artist, IT Manager and Managing partner**

Roles & responsibilities:3D & VFX Projects execution like - Organic, In-organic Modelling of 3D architecture, Texturing, Lighting and Animations in all aspect of client need.Titling for tele-film/serials, Rotoscope work for films.

Website project executions: Start from scribbling the client need,then to final product hand over.it included interaction with client, developer planning and creating HTML mock ups and hosting.

Educational Project execution: By extending animation classes by arranging and scheduling animation and VFX classes in KLE College Bengaluru by interacting with high level management of KLE institute.

**Projects Involved/shipped:**

* Architecture of a buildings
* Kannada Film PrachandaRavana. Entire palace of Ravana and some of his weapons with Deer and PushpakaVimana,
* Deer animation for Prachandaravana movie.
* Film Jimmy, the Background set for a song.
* Handling a team of 5 members as a 3D General artist.

Period: MAY 2007 to FEB 2011

**Previous Employer 2: ACHIR pvt ltd.**

Designation: Graphic Designer for Mobile games

Roles & responsibilities:Designing Splash Screen, Menu Screen & Designing for Game Play.

**Projects Involved/shipped:**

* Mumbai Smuggler
* T9 Eat My Words.

Period: JAN 2006 to DEC 2006

**Previous Employer 3:KenAR-AEC**

**Designation: 3D Modeller**

Roles & responsibilities:Architecture modelling of buildings and designs.

**Projects Involved/shipped:**

* Hotel City Centaur Majestic Bangalore, restoration and complete interior and exterior design.
* A Factory in Kolkatta, complete exterior design.

Period: JUN 2005 to DEC 2005

# Technical Proficiency:

**Operating System:** Windows platform, would be interested to try on other OS’s too.

**Software Package:**Autodesk Maya, Adobe Photoshop, Adobe illustrator, Adobe Flash Professional, Adobe Premiere-Pro & Adobe After Effects, Adobe Media Encoder, Adobe Dreamweaver,Fireworks and manageable knowledge on Autodesk 3DS MAX, Adobe Audition, Autodesk Combustion, Adobe speed grade.

Technical Skills:

Have proficient knowledge in Photoshop to work on website mock ups, image editing, processing and creation of GIF animations.

3D Modeling: Character modeling, Low poly modeling, Creating Back grounds, Archi models. By Using all the technique provided by the software. (Nurbs, Curves, Polygons and Subdivision surfaces)

Texturing & Lighting: Planar, Cylindrical, Spherical, and Auto Mapping by using U V texture Editor, Creating, and editing textures using Adobe Photoshop and Lighting techniques.

Animation: Stop motion Animation(Clay animation), Camera animation, Rotoscope, Flipbook, Flash animations(Logo, banner etc), GIF’s, Cut- out’s, Rigging

Rendering techniques: Mental ray, batch rendering, command line rendering, Shaders

**Programming Languages and packages**MS-Office, I can brush up faster: C, C++, JS, Visual Basic, HTML, CSS

**Training &Certifications:**Animaya specialist programme at ANIMASTER Bangalore

**Educational Qualifications:**

1. “B.Sc.IT” Sai College Bangalore, Karnataka State Open University - 2010
2. “Diploma in Computer Science” STSKK Polytechnic, Gadag for Technical Board, Bangalore (1999 – 2002).
3. “SSLC” The MODEL High School, Gadag (1995 – 1996).

# **Personal Details:**

Name : Pradeepagouda S. Patil

Father’s Name : Siddanagouda B Patil

Date of Birth : 18th JUL 1980

Gender : Male

Marital Status : Married

Nationality : Indian

Passport details : H9274731

Languages : English, Kannada, Hindi & Tamil.

Hobbies : Playing Cricket, Listening to Music, Computer Gaming.

Permanent

Address : #44/A 3rd Main 1st Cross Siddalinga Nagar, Mulgund Road Gadag – 582103

**(Pradeepagouda S. Patil)**