

AJANTHA VIJAYASEKHARAN

Mobile No – 9884874585

Email – ajantha0405@gmail.com

Summary:

A Post Graduate in Electronic Media from the College of Engineering, Guindy, Anna University with overall 4+ years' experience.

Education:

- M.Sc. (Electronic Media) (five-years- integrated) at College of Engineering, Guindy, Anna University. - 82.3%
- Plus Two at Holy Cross Anglo Indian Girls' Higher Secondary School, Tuticorin - 96% (1152/1200)
- Tenth Standard at Holy Cross Anglo Indian Girls' Higher Secondary School, Tuticorin - 90.3% (903/1000)

Technical Skills:

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|----------------------------------------------------|------------------------------------------------------------------------------------------------------------|
| Programming Languages & Web Technologies | HTML, CSS, XML, JSON, MXML, Dream weaver CS5 |
| Rich Interface Application (RIA) development tools | Adobe Flex Builder V3, AS3, Mate Framework, Alive PDF |
| Multimedia Technologies | Photoshop CS5, Illustrator CS5, Sound Forge, Nuendo, Premier Pro, Final-cut Pro, Combustion, After-effects |
| 3D Animation Technologies | Maya 2010, Render man, Shave & Haircut, MEL & Python, 3D Studiomax, Swift 3D, Quark Xpress, Director |
| Operating Systems | Windows 2000/98/XP/7, Ubuntu |

Certifications:

- Diploma in Web 2.0 Technologies (2009-2010) NIIT, Chennai.
- Diploma in Animation and Rigging (2007-2008), CCX Animation Academy, Chennai.
- Arena Multimedia Specialist (2005-2007), Arena Multimedia, Chennai.

Work Experience:**Serendio India Pvt. Ltd., Chennai (May 2010 – Dec 2012)****Member, Technical Staff**

- Worked in the analysis, creation and enhancement of functional requirements of applications using AS3 and Flex.
- Development of interactive applications with data binding, custom and CSS-styled components.
- Testing, troubleshooting and debugging.
- Using Flex Charts to portray sentiment analysis of a particular product or feature over a period of time

- Implementation of Klout scoring in the UI to monitor user influence on brands to aid product management.
- Automated testing using RIATest & Flex Monkey.
- Use of CSS Styles and images to embed fonts and style changes and enhance visual design.
- Worked using Mate framework.
- Worked with AlivePDF for report generation using data grid.
- Incorporated Adobe Photoshop aesthetic skills for Flex UI Designing/Development.
- Designed and developed a HTML5 application for a new product application project with use of jquery plugins and javascript.
- Performed the cyclic release manager duties for planning, scheduling and deploying code to test and production servers.

Voice Of The Market - Flex UI Developer

- Implemented Search functionality.
- Implemented an advanced search wizard.
- Implemented Klout Score Badge for twitter posts for the post window
- Maintained overall consistency of fonts and color scheme to match the icons and images in the UI
- Did CSS refactoring for the code-base and maintained consistency across the UI.
- Worked in passing the interval to the timeline charts correctly and style the charts as required.
- Did an analysis of Axiis & Degrafa frameworks for exploring various charting options.
- Did some basic profiling using the Flex Profiling Environment.
- Used amMap components to map multiple users to location in map with drill down options for zooming & displaying detailed information.
- Worked on implementing a custom export option for export to various options like xls, csv, and pdf giving the user to ability to choose fields to be exported.
- Did periodic code design analysis, code review & testing for feature implementations of a developer working from a remote location.
- Worked on a feature implementation for creating, loading and previewing filter templates.
- Worked on mock up implementations using Balsamiq for CRUD taxonomy feature.
- Extended support for allowing multiple email address during alert creation
- Event Handling using Mate Framework for effective layout management in the workspace.

Prism & Pixels, Vfx Studio (March – September 2009), Chennai

Rigging Artist

- Using Maya, did car rigging for the movie project “ Aadhavan “ & also rigged a 5 headed snake in the movie “Nagavalli” with tongue flick and blend shapes & deformer.
- Rigged cock for movie project “Aadugalam” using Blend Shapes for wing folding &flapping.
- Modeled and rigged spaceship, alien and cartoon characters for international projects.
- Did simulation using NCloth, fur and hair using Shave & Haircut and Ncloth & Renderman.
- Advanced rig creation for a horse model with horse mane & tail simulation with shave and haircut, harness simulation with Ncloth, use of spring IK for fluid back legs.
- Created tools for automation and speeding up rigging purposes using scripts using MEL & Python.

M/s. i360 (June 2007- Feb 2009)

Graphic & Web Designer

Responsibilities handled:

- Requirements gathering, architecting, development of usability and other critical flows.
- Design according the structural requirements
- Responsible for entire project's planning and development cycle.
- Interacting with the clients and coordinate with the technical team.

Projects handled:

- Designing of brochures, newsletters, posters & stationery, book & CD covers, magazine and ID card design.
- Black & white photography, macro photography, Photo Restoration & Retouching.
- Website Layout design, video editing & photo montage, 3D animation, animated Banner design.

Academic Projects:

- Was a Videographer in the making of a short film for a social cause.
- Created a multimedia authoring project (interactive CBT) using Macromedia Director V 11.0 for authoring project.
- Created a 3d walkthrough in 3d Studio Max for 3d animation project.
- Created puzzle game in Flash for 2d Animation project.
- Created posters for various events in Anna University, CEG Campus for various department cultural festivals and technical symposiums.
- Created event invitations, event posters and event passes for department level film festival "Gateway Awards".
- Active role as a photographer in covering events in the college campus representing the Photography Club, Department of Media Sciences.
- Active participant in the community radio station "Anna FM" in Anna University, CEG Campus.

Research Experience:

- Thesis "Rendering with Ray Tracing", based on experimental research, as to how ray tracing can be effectively optimized, for bringing out realism in 3D using Maya Software.
- Did a project on "Photo realistic Digital lighting techniques in animated film, 'Finding Nemo'". This project was based on experimental research as to how digital lighting techniques can bridge the gap between realism and 3D.