

Collaborative Experience

John's Interview - Capstone Project ——— 2019 - 2020

- Worked as a 3D Modeler, Animator and Storyboard artist.
- Worked along-side the director, following through on guides provided in order to achieve desired art style.
- Successfully translated 2D character sheet into 3D model, retaining charm of the original design.
- Work in unison with riggers to rapidly and effectively troubleshoot all topology and deformation issues.

Sushi Ben VR ——— 2019 - Current

- Procedurally created low-poly assets like rocks and mountains for the game using Houdini.
- Consistently and quickly produced stylized game animations.
- Worked using the Epic Games A.R.T. plugin to export animations into Unreal Engine 4.

Harbinger of Spring ——— 2020

- Created animation cycles for the multiplayer FPS game.
- The Rookies 2020 Game of the Year: People's Choice Award

Search for the Gryphon - An Underwater VR Adventure ——— 2019

- Built a underwater themed Virtual Reality ride for SCAD.
- Worked on the project as conceptual artist, 3D modeler, and lead 3D animator.
- Acquired a strong working knowledge of the VR pipeline for animation and games in Unreal Engine 4.
- Gained work experience in a dynamic, collaboration-heavy environment, working for a production with tight deadlines.
- Worked using Perforce.

Work Experience

Systems Support Technician, Montgomery Hall 2019 - 2020

- Demonstrated a high level of technical expertise to troubleshoot problems on a multitude of 3D software packages such as Maya, zBrush, and Houdini.
- Responsible for advanced maintenance, data migration, and imaging of all computers in the building.
- Provided on-site tech support.

Member of the Executive Committee of the United Student Forum at SCAD Hong Kong ——— 2016

- Acted as a communicative bridge between students and college authorities.

Graphic Design Intern at liveMint New Delhi, India ——— 2014

- Created infographics to be published in the newspaper.
- Gained experience working in a strongly deadline oriented newsroom environment.
- Acquired a comprehensive understanding of the Adobe Creative Suite.

Other Student Projects ———

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| Ritual 2020 | 3D Games Animation |
| Jitterbugs 2019 | 3D Cinematic Animation |
| Woman on the Rock 2018 | 2D Animation |

Software Proficiency

3D Modeling	3D Animation	Motion Capture	Rigging & CFX	Storyboarding	Image Editing	Video
ZBrush, Maya, Marmoset Toolbag, Reality Capture	Maya	Shogun Live/Post MotionBuilder	SideFX Houdini Maya	StoryboardPro	Photoshop Illustrator	Premiere Pro After Effects

Education

- Savannah College of Art and Design, Savannah Bachelor of Fine Arts in Animation 2017 - 2020
- Savannah College of Art and Design, Hong Kong 2016

Achievements

- SCAD Academic Honors Scholarship
- SCAD Student Incentive Scholarship
- Dean's Listings
Fall '19 Winter '18 Spring '17
Fall '16

Clubs

- Photogrammetry Club
- Motion Capture Club

Languages

Fluent in English, Hindi

References available upon request