

# Akshaya Venugopal

## TECHNICAL ARTIST

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<http://www.akshayavenugopal.com>

### EDUCATION

#### Masters in Entertainment Technology (MET)

May 2014

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA

#### Bachelor of Computer Science and Engineering

May 2012

Anna University Chennai, Tamil Nadu, India

### SKILLS

#### Software

Maya, Unity3D, ZBrush, DDO, 3D Coat, 3DS Max, Photoshop, Unreal4, Visual Studio, Perforce, Tortoise SVN

#### Languages

Python, PyMel, MaxScript, C#, C++, MEL, JavaScript, JQuery, HTML5

### EXPERIENCE

#### Technical Artist: Microsoft Game Studios (Turn10 Studios) - Forza Motorsports 6

*Redmond, WA*

*April 2015 - Present*

Supported artist with technically challenging parts of their work flow with the intention to smooth it via scripting and tools.

Scripted and edited tools and for software packages like 3DS Max using MaxScript and standalone applications using C#.

Documented tools and methods, mentored artists in technical art methodology and practices.

Used diagnostic tools to examine current content, game performance, and identify areas for improvement.

Reviewed art assets from a technical perspective.

#### Technical Artist Intern: Arenanet - Guild Wars 2

*Bellevue, WA*

*October 2014 - April 2015*

Designed and developed tools with PyMel, Python and C# for use by artists for software packages like Maya.

Main task consisted of maintain existing toolset and code base, such as the asset exporter and asset gallery viewer, and updating code from MEL to PyMel.

Investigated and provided solutions for in-game performance deficit.

Created and maintained documentation to inform artists on how to use the tools.

#### Technical Artist: Philadelphia Game Lab

*Philadelphia*

*June 2014 – September 2014*

Modeled, textured and retopologized high poly environment assets for use in game.

Worked with programmers on developing new features and mock up features in engine.

Did passes on levels where fog, lighting, color grading and fx needed to be tweaked using the Unreal4 engine.

Provided hands-on support to a team of character and environment artists in regard to asset performance and validation.

Created tools using Python for Maya to improve workflow.

Documented pipeline and tools development processes.

### 3D Artist Intern: DQ Entertainment

Hyderabad, India

July 2013 - August 2013

Experienced the production cycle involved in a single episode of an animated TV series.

Received training as a 3D artist in modeling, texturing, rigging, animation as well as related disciplines of lighting, compositing while gaining real world production experience.

Prototyped using Unity engine for related mobile game.

## PROJECT WORK

### Technical Artist: LucidDream (Sustainable Immersion: Crossing the Virtual Reality Uncanny Valley)

ETC, Silicon Valley

January 2014 - May 2014

Integrated the Oculus Rift and Thalmic Labs Myo to create an immersive virtual reality experience using Unity.

Created an inverse kinematic system in Unity using C#, which used the Intel Perceptual Computing Camera for finger tracking. Tasks included asset creation in Maya, importing assets into Unity and scene setup.

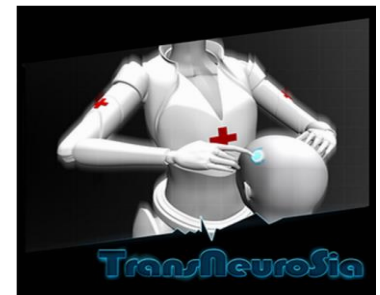


### 3D Art/2D Art/Pipeline: TransNeuroSia

ETC, Pittsburgh

August 2013 - December 2013

Worked on a team of four with the Telemedicine and Advanced Technology Research Center (TATRC) to create a futuristic vision of what the medical visit will one day be with an interactive experience using Unity. Main responsibilities included 3D/2D art creation, mocking UI in Photoshop and pipeline management.



### Rigging/Scripting: Entertainment Design Studio

ETC, Pittsburgh

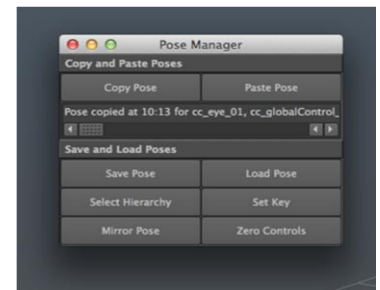
August 2013 - December 2013

Independent study on rigging and scripting in Maya.

Created three different rigs – character, facial and quadruped.

All rigs were joint based.

Scripted GUI and other specific tools to help during the rigging process using Python and C++ in Maya.



### Programmer: Lazer Mouse (Web Application for Laser Cutting)

ETC, Pittsburgh

January 2013 - May 2013

Worked with the MAKESHOP at Children's Museum of Pittsburgh to introduce laser cutting to kids.

Was responsible for designing, prototyping and implementing a cross browser interface, using HTML5 and JavaScript for touch based tablet.

Kids created designs using the application, which would then be saved in a file format used by the laser cutter.

Automated the process of laser cutting the files created on the tablet.



### 3D Artist: Building Virtual Worlds

*ETC, Pittsburgh*

*August 2012 - December 2012*

Worked on a team of four over five rounds to rapidly prototype virtual worlds for platforms like the Microsoft Kinect, PlayStation Move, Jam-O-Drum and a location based experience using smart phones.

Each round lasted two to three weeks and used Unity as game engine.

Primary duties included 3D modeling of hard surface and organic models, rigging and animation.

