

Vikram V

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Career Objective: To obtain a meaningful and challenging position that would enable me to learn and grow as an artist. With over 6 years of experience, I have extensive technical and artistic skills in the area of modeling and texturing. I am a confident communicator, with a blend of research and analytical proficiency. I have the ability to effectively solve problems using my own initiative.

Experience

Senior Character Modeler

Nov 2010 to present

Technicolor India

Job Responsibilities:

- Creating characters for DVD's and Television series.

Freelance/ Consultant 3D Artist

June 2009 to Nov 2010

Job Responsibilities:

- Creating characters, levels and environments for "Ship - Sim Extremes", a PC based game created by VSTEP
- Creating characters and props for next gen AAA titles (multiple clients)

Lead 3D Artist

Jan 2007 to March 2009

Red Octane Technologies, Chennai, Tamil Nadu, India.

Job Responsibilities:

- Creating set pieces and props for various levels in Marvel Ultimate Alliance 2.
- Creating characters and environments for an MMORPG game
- Taking care of overall team development.

Skills Acquired:

- Underwent onsite training for production at Vicarious Visions, Albany.
- Made use of various in-house tools to import and test game ready models.
- Possess knowledge of scrum methodology.
- Modeled and textured many characters and props. Also worked as a quality controller for next - gen characters and sets.
- Have extensive skills in hand painting various maps like normal, specular and diffuse.

Texturing and Lighting Artist

2004 to 2005

Pixaalaya Studios, Chennai, India.

Job Responsibilities:

- Understanding a client's requirement for a particular project.
- Lighting, Texturing, Shading, Rendering Passes for compositing.

Projects:

- Primary - a play on DVD game named "Steel League".
- Secondary - Pilots for PS2 games.

Texturing and Lighting Artist

2003 to 2004

Iris Interactive, Chennai, India.

Job Responsibilities:

- Coordinating with composers.
- Modelling, Texturing and simple animation.
- Preparing layers for final compositing.

Projects:

- Producing CG for Mainstream Bollywood movies.

Web Designer, 3D Artist

2003 to 2003

Ilink Multitech, Chennai, India.

Job Responsibilities:

- Designing websites for various companies.
- Modeling and texturing architectural walkthroughs.

Designer

2002 to 2003

Odyssey Technologies, Chennai, India.

Job Responsibilities:

- Designed websites for the company.
- Designed various Brochures, Templates, Calendars, Splash Screens, Advertisements, Flash presentations, animations (2D & 3D) and 3D representations.

Education

M.A Computer Animation

2006

Bournemouth Media School, Bournemouth University, Dorset, UK.

A graduate from the Bournemouth Media School, with specialization in modeling, texturing and lighting.

Overall percentage: Completed course with merit.

B.S.c Visual Communication

2002

S.R.M Arts and Science College, Chennai, India.

A degree focusing on the various disciplines of the media industry like Photography, design, animation and direction

Overall Percentage: Second class

Computer and Software Skills

3D Software: Maya, 3DSMax, Zbrush, Mudbox

Image Editing: Photoshop

Other: Deep paint,

Skills Summary:

3D artist with expert knowledge in digital sculpting, Mesh Topology, Normal Map generation, UV mapping, efficient utilization of UV space and hand painting various maps. Excellent artistic and technical skills with an outstanding knowledge of Photoshop. Other skills include lighting, rendering and video editing. Additional experience in photography, and design.

Awards and Accolades :

- Artwork published on the front pages of 3dtotal.com, cgarena.com, cgtantra.com to name a few
- “Making of Punk” published on 3dtotal.com
- Artwork won the best game model award at CGTexpo ‘10
- Artwork published in the front page of Animation Guru, an Indian animation Magazine, in the month of Feb 2011
- Included in the 3d section of the Napoli comicon festival held during the month of April 2009

Websites

- : www.vikramvr.com (Personal website)
<http://vikramvr.cgsociety.org/gallery/> (CgSociety Portfolio)
<http://www.linkedin.com/in/vikramvr> (Professional Network)

Languages Known: English, Tamil, and Hindi.