Prasanth lyyappan Raviraman -3D Artist

Email: prasanthiyyappan@gmail.com Portfolio: prasanthiyyappan.com

EDUCATION:

Carnegie Mellon University, Entertainment Technology Center Master of Entertainment Technology Velammal Engineering College Bachelor of Technology in Information Technology

SKILLS:

Software AutoDesk Maya, MotionBuilder, Z-Brush, Unity, Substance Painter, iMovie. Languages C, C++, Python.

Courses: Building Virtual Worlds, Tech Art for Games, Intro to 3D animation, Maya Python Programming, Z-Brush Sculpting, Data structures and Algorithms, Object Oriented Programming.

PROJECTS:

Hoshi!(Lyra): Rigging Artist and Animator (Fall 2017)

This project uses projection mapping on a table-top setting with physical props to create mixed reality based on a story of origami characters coming to life.

I rigged origami dragon, bunny and paper. I also worked on animations of paper coming to life and transforming into ۲ a bunny.

Melody of Life(Ripieno): Rigging Artist and Animator (Spring 2017)

A 360° animation project focusing on cultural identity through song and dance with spatial sound, motion capture.

I was the rigging artist and animator in the team. I was also responsible for motion capture data integration into the models and animation clean-up.

Global Game Jam - Pittsburgh: 3D Generalist (Spring - 2018 & 2017)

orientations.

Created a PC game within 48 hours in a team. I played the role of a 3D generalist and created assets for the game.

PERSONAL PROJECTS:

Rigging:

Hard-surface Rigs: Character Biped Rig : **Tools Development:** - Medieval Dragon Robot Cartoon kid with: - Transformer Robot Face: procedurally rig a Quadruped. - Infiltration Bug • Joint based Rig Sculpt deformer for realistic eye The Rigs have a combination of: that can switch between FK and dynamic tail rig. Offset Controls movement • Dynamic Parenting Spine and Neck(Flexible plane based): • Automatic Tail systems • Squash and stretch user needs. • Spring Ik solvers Twist **Principles of Animation:** • Foot Roll Setup Volume Preservation system Arms and legs: **Muscle System:** • FK/IK Switch Created a muscle system to study pipeline better. • Stretchy FK Anatomy for a Biped using maya muscle Character 3D-Modelling: Stretchy IK in a Biped skeleton with Twist joint Medieval Dragon setup to control muscle placement and

EXPERIENCE:

Contract 3D Artist UghSmash Games (August 2018 - Present): I am responsible for modeling, texturing, rigging an integrating characters and weapons into Unity engine for a 3D side scroller game called Ugh's Revenge.

Teaching Assistant NHSGA-17 (June 2017 - Aug 2017): I was responsible for teaching 3D art to high school students as a part of the National High School Gaming Academy.

3D Visualizer - Arsh Constructions (Aug 2015 - Dec 2015): Worked on creating 3D models of Auto Cad building plans as per client request using Sketchup and creating walkthroughs through Lumion 5.0.

Project Engineer - Wipro Technologies (Sept 2012 - Jun 2015): Worked as a network programmer and monitored check points, firewalls, user access and issues relating to user access to servers, issues related to PKI certificates within servers.

RECOGNITIONS:

Ripieno's Melody of life was officially premiered in VR Fest Mexico (2017) and Amaze '17 in Montreal Canada.

Pittsburgh,PA May 2018 Chennai, India May 2012

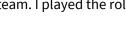
- Procedural Rig Plugin - Developed a plugin to

- Auto-Rig Tool - Developed a procedural tail rig tool

- FK/IK Switcher Tool - Developed a tool for a biped which switches between FK and IK systems based on

Studied the 12 principles of animation through four different projects to understand the animation

- Cyborg Rudra
- Ninja
- Infiltration Ant robot



Reverse foot lock

