Prasanth Iyyappan Raviraman -3D Artist

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EDUCATION:

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

Pittsburgh,PA
May 2018
Chennai, India
May 2012

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 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)
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:

Character Biped Rig :
Cartoon kid with:
Face:
- Joint based Rig
- Sculpt deformer for realistic eye movement

Spine and Neck(Flexible plane based):
- Squash and stretch
- Twist
- Volume Preservation system

Arms and legs:
- FK/IK Switch
- Stretchy FK
- Stretchy IK
- Reverse foot lock

Hard-surface Rigs:
- Medieval Dragon Robot
- Transformer Robot
- Infiltration Bug
The Rigs have a combination of:
- Offset Controls
- Dynamic Parenting
- Automatic Tail systems
- Spring Ik solvers
- Foot Roll Setup

Muscle System:
Created a muscle system to study Anatomy for a Biped using maya muscle in a Biped skeleton with Twist joint setup to control muscle placement and orientations.

Tools Development:
- Procedural Rig Plugin - Developed a plugin to procedurally rig a Quadruped.
- Auto-Rig Tool - Developed a procedural tail rig tool that can switch between FK and dynamic tail rig.
- FK/IK Switcher Tool - Developed a tool for a biped which switches between FK and IK systems based on user needs.

Principles of Animation:
Studied the 12 principles of animation through four different projects to understand the animation pipeline better.

Character 3D-Modelling:
- Medieval Dragon
- Cyborg Rudra
- Ninja
- Infiltration Ant robot

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.