

# Vasisht Ramachandran

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## Career objective

To work in a professional environment as a Lighting artist, that would make use of both my creative and technical abilities.

## Education

- Present** Completed 3D Animation **Graduate Certificate**  
Seneca College of Applied arts and Technology, Toronto Canada.
- 2004** **Bachelor of Engineering**, Electronics and Communication  
P.S.G College of Technology, Coimbatore, India.

## Experience

- 2004 - present** Freelance work
- Product walk-through for a bio-hazard detector, which was shown to the Ministry of Defense, India
  - Character/logo design for Karamovie ([www.karamovie.com](http://www.karamovie.com)).
- 2004-2006** Software Engineer at Lucent Technologies Pvt. Ltd., Bangalore.
- Wrote simulator programs to simulate various client-side network scenarios, thus helping speed up product development.
  - Helped in developing a module which visually represented the status of a CDMA network.

## Computer skills

### 3D packages

Autodesk Maya, Autodesk 3D studio Max

### 2D and Compositing

Discreet Combustion, Fusion, Adobe Photoshop, Macromedia Flash

### Audio

Sound forge, GoldWave

### Languages

C, C++, Java

### Operating systems

Windows XX, Linux, Solaris.

## Awards and achievements

- Mobile game (J2ME) *Rickshaw Rage* was among top 10 entries to J2ME Challenge, a contest conducted in India by Paradox Studios and Sun Microsystems.
- Robotic arm, designed with two other classmates, won an award at a public exhibition held at P.S.G College of Technology, Coimbatore. Wrote IK solvers to control the robotic arm through a Paintbrush-like interface.

## Hobbies and extracurricular

- Origami and making cardboard models of fighter planes.
- Photography with a Nikon FM10 manual SLR camera. Helped in grasping the concepts of lighting and Depth of Field.

## References available on request