

# 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

- 2006-2007** Graduate Certificate in 3D Animation  
Seneca College of Applied arts and Technology, Toronto Canada.
- 2000-2004** Bachelor of Engineering, Electronics and Communication  
P.S.G College of Technology, Coimbatore, India.

## Experience

**2007 - present** Soho VFX, Toronto, Canada. Lighting artist on the following projects

- The Incredible Hulk (Maya, 3Delight, Shake)
- X-Men Origins: Wolverine (Maya, 3Delight, Shake)
- Aliens in the Attic (Maya, 3Delight, Shake)
- The Book of Eli (Maya, 3Delight, Shake)
- Max Payne (Maya, 3Delight, Shake)
- Dragonball Evolution (Maya, 3Delight, Shake)

3Delight is a Renderman compliant renderer. In addition to Lighting, helped out with the creation of FX elements such as smoke, fire and debris for the following projects

- World Invasion: Battle LA
- The Book of Eli

Other activities include writing utility MEL scripts and Maya plug-ins (such as muscle sliding deformer)

**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, Pixologic Zbrush, Autodesk Mudbox

### 2D and Compositing

Nuke, Shake, Fusion, Photoshop

### Languages

C, C++, Java, MEL

### 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

- Writing games for mobile platforms such as Symbian and iPhone.
- Photography with a Nikon FM10 manual SLR camera and a DSLR.

References available on request