

# Animesh Jha

MDM, B.Eng  
M: 778 – 996 – 2009 | Vancouver, BC  
<http://www.animeshjha.com>  
[animesh.86@gmail.com](mailto:animesh.86@gmail.com)

---

## TECHNICAL ARTIST | SOFTWARE ENGINEER

**CAREER OBJECTIVE:** To obtain a meaningful and challenging position that enables me to learn and grow my skills in Visual effects Technology and Technical Art allowing for advancement.

**LONG TERM OBJECTIVE:** To lead in a position of CG Supervisor or FX Technical Director.

### PROFESSIONAL SUMMARY

- Technical direction, designing workflow between art and engineering teams.
- Creative problem solving, researching and learning new technologies.
- Effective communication skills with both technical and non-technical teams.
- Good eye for art, light, color.
- Curious and self-motivated learner having strong collaborative skills.
- Comfortable wearing many hats relevant to both Engineering and CG skills.

---

### Specialist Areas

- Technical Art
- CG Art
- Software Engineering
- Performance Optimization
- Problem Solving
- Scripting/VS Debugging

---

## RELEVANT EXPERIENCE

### Technical Artist

Nov 2011 – Jan 2012, United Front Games, Vancouver, BC

#### Little Big Planet Karting | SQUARE ENIX

Upgrading and maintainance of Studio wide pipeline tool for 3Ds Max using Visual Studio C#, basic Shaders for ingame objects using HLSL.

Tools: Visual Studio 2010 - C#, 3Ds Max'11, HLSL, In-house game engine, PS3 Dev Kit

### Technical Director

Jan – April 2011, Graduate Level Industry Project, UBC/GNWC

#### Gold Mountain Guest | University of British Columbia

- Leading the development team in optimizing games assets (3D, FX, Light) for a consistent framerate budget for web deployed demo in Unity 3.
- Go – to person for all technical (engine and content integration) issues.
- Gameplay programming and removing performance bottlenecks in both art and programming using game profiling.
- Client communication regarding technical issues, documentation and delivery.

Tools: Unity 3 Engine (Javascript), 3Ds Max'11.

Recommendation available on LinkedIn

### Technical Art Lead, Game Designer

Sept – Dec 2010, Graduate Level Industry Project, GNWC

#### The Burn

- Contributed to high level game design document, paper prototyping game mechanics with development team.
- Lead 3D character modelling with Mudbox 2011.
- Assisted Art director in creating art assets and UI elements for the game prototype.
- Created concept art and illustrations for the game elements as directed by the Art Director's requirements.

Tools: Unity 3 Engine, Autodesk 3dsMax '11, Mudbox '11, Photoshop

## Gameplay and UI Programmer, Technical Artist [Intern]

Jan – Aug 2010, Vancouver, BC

### UNDISCLOSED TITLE | Shift 7 Interactive (Startup)

- Technical direction (Engine), technology research, integrating animations (cinematic and character)
- Adding functionality to UI elements using Kismet programming and UEditor using UIScenes.
- Level Design (Technical - Making sure all in-game assets be ported correctly to new levels and are fully functioning as needed), creating technical development documents.
- Sole troubleshooter for Engine, Lighting, Character and Cinematic related issues.

Tools: **UDK : Unreal Engine 3, Autodesk 3ds Max, Maya, Photoshop**

## Technical Consultant

April – Aug 2010, Vancouver\*

### UNDISCLOSED TITLE | Vivid Digital Studios (Startup)

- Development of a game demo to be pitched to Microsoft and other game companies for green light.
- Technical direction regarding UDK editor, basic UI programming (Scaleform Gfx), direction in Animation integration (Animset/Animtree) from Maya, 3D content integration.

\*A Virtual member collaborating to development team at London – UK.

Tools: **UDK : Unreal Engine 3, Scaleform Gfx.**

## Animator, Lighting Artist

April 2010, Graduate Level Industry Project, GNWC

### Speed Razor | Create a short animated video in form of an advertisement for a product.

Learnt basics of industrial animation-production pipeline for animation class (taken as an elective) and made an animation short.

Tools: **Autodesk 3dsMax, Adobe Premiere, Adobe soundbooth, Bunkspeed HyperMove**

## Project Manager, Art Director

October 2009, Graduate Level Industry Project, GNWC

### At Minds End | Graduate Course Project

Worked for a 5 week Visual Story project (film based – game) implementing character development through a interactive story telling environment made in flash.

Tools: **Flash AS2(Basic), Adobe Photoshop, Corel paintshop pro | Hardware: NIKON D3X**

---

## ACHIEVEMENTS AND ACCOLADES

- I. Received 2<sup>nd</sup> Prize as an **Art Editor** in In-house college magazine Srujan at Sinhgad College of Engineering.
  - II. Numerous prizes as #1 racer of the **Need for Speed** title in gaming competition for 3 consecutive years at Pune, India.
  - III. Appointed **Gaming Head** and **Creative Head** for National level technical events held at Sinhgad College of Engineering.
- 

## SKILL SET

Area	Skill	Level	Experience	Last Used
TECHNICAL				
PROGRAMMING	C/C++	Advanced	3+ years	2009
	Visual Studio C#	Intermediate	<1 year	Current
	JavaScript	Novice	1 year	2011
	Python 2.7	Novice	< month	2011
	Adobe Flash AS3/AS2	Intermediate	<1 year	2010
	UNIX shell/GCC	Intermediate	<1 year	2008
	LISP	Intermediate	1 year	2008
	x86 Assembly	Intermediate	1 year	2008
GAME ENGINES	Unreal Engine 3 (UDK – Kismet, Prefabs, Matinee, Lighting & Level Design)	Intermediate	8+ months	Current
	Unity 3	Intermediate	5+ months	Current
HARDWARE	8086 microprocessor	Intermediate	1 year	2008
CG PRODUCTION				

2D	Adobe Photoshop	Advanced	6+ years	Current
	Corel Painter	Advanced	4+ years	Current
3D	Autodesk Sketchbook	Advanced	1 year	2010
	Eon Vue	Advanced	1 year	Current
	3Ds Max	Novice	1 year	Current
	Maya	Novice	<6 months	2011
SPECIAL EFFECTS	Luxology MODO	Novice	<3 months	2010
	RealFlow 5	Novice	<2 months	2011
	SideFX Houdini	Novice	<3 months	2011
TEXTURING RENDERING	Crazy Bump	Intermediate	6 months	2011
	Mental Ray	Intermediate	<6 months	2011
VIDEO	Keyshot	Intermediate	<3 months	2010
	Adobe Premiere	Advanced	1 year	2011
	After Effects	Novice	<3 months	2010

**Platforms:** Windows, Linux - Ubuntu / Fedora, Mac OSX

**Development Processes:** Waterfall, Agile / SCRUM

**Source Control:** Perforce, Tortoise - SVN

**Content Management / Collaboration:** Perforce, Shotgun, Tortoise – SVN

7+ years of comprehensive knowledge in **Computer hardware relative to CPU and GPU's.**

---

## EDUCATION

**Masters in Digital Media** (specializing in **Game development** and **CG Production**) at *Centre for Digital Media* (Great Northern Way Campus aka GNWC) affiliated to SFU, UBC, BCIT and Emily Carr at Vancouver, BC, Canada.

**Bachelor in Computer Engineering** (**Computer Science**), graduated from *Sinhgad College of Engineering* affiliated to Pune University with First class (GPA 4.0/5) in 2009, Pune, India.

---

**Languages:** English, Hindi, Arabic (Basic)

**Work Permit:** Canada (Holds SIN, Permanent Residence), India (Citizen), only Visit visa to US (no work permit).

**Hobbies and Interests:** Sketching / Painting, CG/Digital arts, Hardcore computer gaming (Racing, RTS, RPG, FPS), Computer tech (Processors and GPU), Photorealistic rendering / lighting, Photography, Chess, playing football, Trekking and adventuring, Music and Movies (especially Sci-fi), Psychology.

**Memberships:** CG-Society, GFX Artist, Deviant-Art, DIGI BC Vancouver