

Arjuna Ravikumar

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Experience

CO-FOUNDER/LEAD DEVELOPER | BIGLERP STUDIOS | 2015-PRESENT

Created a game 'Elephants Can't Jump' for iOS and Android using Unity. Was responsible for all code, UI, integration of 3rd party SDKs for monetization, analytics and cloud storage.

SENIOR TECHNICAL ARTIST | ELECTRONIC ARTS (REDWOOD CITY, CA) | 2010-2015

Part of a Technical-Art team involved in creating tools for artists, improving workflows and pipelines.

- The Sims4
- The Sims Medieval

SENIOR TECHNICAL ARTIST | ELECTRONIC ARTS – TIBURON (ORLANDO, FL) | 2005-2010

Part of a central team supporting multiple Football related projects. Created tools and automation to improve workflows and visual quality across all the EA Football titles. Mentored Junior TAs and organized training classes.

- Madden NFL '06-2011
- NCAA Football '07-2011
- Superman Returns
- NFL Head Coach '06, '08
- NFL Tour

TECHNICAL ARTIST - INTERN | ELECTRONIC ARTS – TIBURON (ORLANDO, FL) | SUMMER 2004

Summer internship at Electronic Arts – Tiburon. Created tools and workflow automation on Madden NFL '05

Education

MASTER OF ENTERTAINMENT TECHNOLOGY | CARNEGIE MELLON UNIVERSITY | 2003 – 2005

Master's degree from the Entertainment Technology Center at Carnegie Mellon University. Worked on a number of team based projects:

- *Building Virtual Worlds* – Created multiple interactive VR experiences within 2-week time frames.
- *Hazmat:Hotzone* : Worked on level design and creation for a networked virtual training simulator for first responders. Created using Unreal Engine.

- *MoCap study*: Studied capabilities of various industry MoCap solutions.

BACHELORS OF ENGINEERING | UNIVERSITY OF MADRAS | 1999 - 2003

Major: Computer Science and Engineering

Skills

01. MAYA | PYTHON | MEL | API

- 10 years of experience creating artist tools and building pipelines in Maya using Python and MEL. Familiar with Maya API and PyQt/PySide

02. UNITY | C#

- Developed a mobile game 'Elephants Can't Jump' from scratch for iOS and Android using Unity. Was responsible for all the code, UI and integration of 3rd party SDKs

03. PHOTOSHOP | JAVASCRIPT

- Created scripts to assist artist and speed up workflows for Photoshop using Javascript.

04. SIDEFX HOUDINI

- Familiar with using Houdini to create procedural geometry.

05. SHADERS | HLSL

- Familiar with shader writing and creation for games.

06. WINDOWS APP DEVELOPMENT | C# | XAML

- Developed an app for Windows Phone 'Divvy Up' as a personal project to learn WPF and XAML.

07. SOURCE CONTROL

- Comfortable with source control technologies such as Perforce, Git and Mercurial. Comfortable with command line usage and managing branches.

08. HTML | CSS | JS

- Comfortable with basic HTML, CSS and Javascript for creating websites. Familiar with Bootstrap and Node.js.