

ARJUNA RAVIKUMAR
TECHNICAL ARTIST
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OBJECTIVES

To obtain a Senior Technical Artist position at a company excited about pushing the envelope.
To improve artist workflows and let artists focus on creating art.
To make the best looking games in the industry.

WORK EXPERIENCE

Electronic Arts – Tiburon
Jan 31, '05 – Present

Senior Technical Artist: Part of a central team improving workflows and visual quality across all the football titles. Mentoring junior TAs and organizing training classes.

Madden NFL '09, 2010, 2011

NCAA Football '09, 2010, 2011

Technical Artist: Tool creation, Process automation, artist workflow support.

Madden NFL '06, '07, '08

NCAA Football '07, '08

Superman Returns

NFL Head Coach '06, '08

NFL Tour

Electronic Arts – Tiburon
Summer 2004

Technical Artist (Intern): Tools and automation for Madden NFL '05.

EDUCATION

Carnegie Mellon University
2003 - 2005

Masters in Entertainment Technology (2003-2005), Pittsburgh

University of Madras
1999 - 2003

Bachelor of Engineering (B.E.) in Computer Science, Chennai, India

SKILLS

Software | Packages

Maya, Adobe Photoshop, Motionbuilder, Dreamweaver. Familiar with 3D Studio Max.

Programming | Scripting

Python, C#, MEL, JavaScript, Photoshop scripting, ASP.Net, ASP, Maya API, HLSL, C++, Flash ActionScript

Other

Perforce, Alienbrain, familiarity with Motion Capture systems.

Interest/Hobbies

Photography, Lighting, Playing the guitar and drums