Aravindh Subramanian

Lead Technical Artist at F9E India

aravindh@hotmail.co.uk

Summary

• Key Roles Played
- * Lead Game Programmer
- * Project Lead / Project management
- * Lead Technical Artist

• Key Game Titles Credited
- * All Star Racing-Transformed (PS3/Xbox360/ Vita/ 3DS)
- * New International Track & Field (Nintendo DS Version)
- * Sega super star Tennis (xbox 360 / PS3 / DS)
- * Age of Empires : Mythologies (DS) - Griptonite
- * Garfield 2- Tale of Two Kitties (PC Version)
- * Kwick 3D Engine – www.kwicksoft.com - PC
- * Robots - Fisher Price - PC
- * Alvin and chipmunks - Wii
- * Doctor Who

• Key Clients
- *Microsoft
- *Fisher-Price
- *Sega
- *Ensemble Studios
- *Konami
- *Warner Bros.
- *Freeze Tag.

Specialties

Programming Languages and APIs:
C#, C++, C, Lua, MEL / Max scripts, DirectX API
Unity, UDK

Tools: Maya, Photoshop

• Skill Set
o Graphics Programming, Game Play Programming
o Technical Artist - Tools & Plug-in Development for Maya

Personal Project

Tower Command HD Android Game using Unity 3D
September 2012 to December 2012
Members:Aravindh Subramanian

Individual Hobby project from Code to Art, Menu, Package to Publish. After so long time completed a project from zero to publish and also avoided being shelved incomplete, gave so much energy to push more and satisfaction. Youtube game video hits 45000+ views.

Link : **https://play.google.com/store/apps/details?id=com.GameRadian.TowerCommandHD**

Web: **http://gameradian.wordpress.com/**

Experience

Lead Technical Artist at   Foundation 9 Entertainment
August 2010 - Present (2 years 10 months)

Lead Technical Artist in Sega All Starts Racing: Transformed
New in house game engine piepline - understand, collaborae and improve and bridge Artist with coders. Mentor, troubleshoot and Fix Technical issues for Artist. Created Tools to improve and help the Art Pipeline both in Maya and c# windows tool. Resposible for 3DS builds for tracks and art assets and analyze the issues and provide solutions to artist and communicate to Lead Programmer in Sheffield. Overall I was responsible for all the Art-Tech issues in India studio.

Lead Programmer at   Foundation 9 Entertainment
June 2008 - August 2010 (2 years 3 months)

* Robots - Fisher Price - PC

* Alvin and chipmunks - Wii

* Are you smarter than the 5th grader - DS

Lead Technical Artist at   Foundation 9 Entertainment
January 2008 - June 2008 (6 months)

Recent Titles:

New International Track & Field (Nintendo DS Version)

Sega super star Tennis (xbox 360 / PS3 / DS)

Age Of Empires : Mythologies (DS)

1 recommendation available upon request

Sr.Technical Artist at   Sumo Digital
January 2007 - January 2008 (1 year 1 month)

* Tools Development

* Creating Art assets for Next-gen Games.

* Creating process and Art Pipeline

* Mentoring Artist from Technical aspects.

Currently working on Next-Gen Titles.

www.sumo-digital.com

2 recommendations available upon request

Senior Game Programmer at   Aurona Technologies
February 2006 - December 2006 (11 months)

* Card based game

* Garfield - PC version
* Max Tools for Dirt (Code Masters Project) Team
4 recommendations available upon request

TeamLead-Game Development at   Image Infotainment
June 2005 - February 2006 (9 months)

* Revised the Game Development sylabus, which was set earlier
* Trained students on game development / Mentored and supported every student to make a mini game as project.
* Developed a mini game on road safety.
* Recruit training staff, Train and mentor for game development focused.
1 recommendation available upon request

Game Programmer at   Kreeda Games India
January 2005 - June 2005 (6 months)

When Kreeda started in Garage development, I was there working. Enjoyed the experience of true garage development it all started.

Game Credits: Streets of Bandra

Sr.Programmer at   KWICK PROP SOLUTIONS PVT LTD
January 2004 - December 2004 (1 year)

Core Programmer for Kwick 3D Engine Technology, Currently it is used for Virtual Reality and Simulation Industry. Complete Engine Architecture and Designing.

CG Artist at   Lakshmi Shanthi Movies
February 2003 - December 2003 (11 months)

Visual Effects and Compositing for Tamil Movie "JAI" .
Animation and Promos for the movie with a small team of animators and compositors.

Game Developer/ Owner at Ragavendra Softwares
January 2000 - January 2003 (3 year 1 month)

When i was in college 2nd year, i started my own game studio setup with help from my Dad and from my college friends to form a Team. I licensed A5 Game studio Pro engine in 2000 and started learning GAme development by experimenting and trial/ error process. Made simple games and demos and showcased in few college events, presentations and VFX companies, It was a huge learning experience to me and my team. We lacked resources, understanding and how to promote a product knowlegdge, but we had passion to make games, which gave us the foundation and confidence to every one in my team to pursue a career in this direction. Since I started Studio from zero I had to do both Art and Code of Game development and the trend still continues.

Skills & Expertise

Unreal Engine 3

Unity3D
C++
Scripting
Gameplay
MEL
Maya
PS3
Xbox 360
DirectX
Graphics
Lua
3D
Game Development
Game Design
Video Games
3D Studio Max
Perforce
Texturing
Modeling
Lighting
Max
Rigging
Photoshop
Programming
Unreal
Game Programming
JavaScript
C
Animation

Education

Periyar University
M.Sc.,, Software Engineering, 1999 - 2003

University 18
Executive MBA, 2012 - Currently Pursuing

Interests

Research and Development department in Kwick Prop solutions for Kwick Visim Technology in Virtual Reality.

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Linked in.

8 people have recommended Aravindh

"i have found Aravindh to be hard working and always up for a challenge should it be artistic or technical. he is always available to help out where he can and provides a great service, Aravindh is always polite and i recommend him as a true professional"

— **Marc Critchley**, *IT Manager, Sumo Digital*, managed Aravindh indirectly at Sumo-Digital

"a helpful person to have on your team. has usually all the technical related answers"

— **Ranjan Basu**, *Lead Artist, Foundation 9 Entertainment*, worked with Aravindh at Sumo Digital

"Aravindh is a dedicated techie who does not let any problem lie without getting really upset about it :-) He has been know to take initiatives and get things done."

— **Kedar Patankar**, *General Manager, Sumo Digital*, managed Aravindh at Sumo-Digital

"yep! he is good as good in his career, and he do good programing codes for different types of games,he is a very good learner and updater too... for the new upcoming latest informations abt the industry and industry oriented news and the best thing from him is sharing is ideas with friends."

— **Udhaya shankar P**, *3d artist, aurona*, worked directly with Aravindh at Aurona Technologies

"he is good programmer and a good guider to everyone"

— **Bala Mohana Vivek M**, *3D game artist, Aurona*, worked with Aravindh at Aurona Technologies

"cool guy work with"

— **Fani Kiran Vulapalli**, *Sr. 3D Game Aritst, Aurona*, worked with Aravindh at Aurona Technologies

"Aravindh is an excellent game programmer with very good knowledge about gaming.He is energetic, self motivated,responsible and very good team mate to have, with overall knowledge about the industry. Best wishes for u to reach the heights in ur mind!"

— **Vijay Media**, *3d animator, Kreeda Entertainment Ltd*, managed Aravindh indirectly at Kreeda Entertainment pvt ltd

"According to me, you#re a good technician for the game industry, who has well enough knowledge on gaming and game designing. Has I am working with u getting a very good support and team coordination from the subject, based on 3d designing and content development."

— **Udhaya shankar P**, *Team Lead - Animator, ICAT*, worked directly with Aravindh at Image Infotainment Limited

Contact Aravindh on LinkedIn