

Avinash Kalapala

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Skills

- Previsualization/Layout
 - Storyboarding/Cinematics
 - 3D Modeling
 - Animation
 - Rigging
 - Texturing/PBR Workflow
 - Lighting/Shading/Rendering
 - Motion Capture
 - VR
 - UI/UX
 - Cloth/Hair/VFX
 - Optimization
 - C#/MEL/Python Scripting
 - Pipeline Designing
 - HTML/CSS
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Software Known

- Autodesk Maya
 - Unreal 4
 - Quixel Suite
 - Zbrush
 - SmartGit
 - Autodesk 3d Studio Max
 - Unity
 - Adobe Creative Suite
 - Faceware Technologies
 - Hansoft
 - Autodesk Motion Builder
 - Nvidia PhysX/Apex Cloth
 - Adobe Photoshop
 - InDesign
 - Xsens/MVN Studio
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Work Experience and Game Projects

- **Wearable Stress (Unity):** A research project to manage stress levels.
 - Role: UI Designer, Technical Artist, Game Designer
 - **Blind Trust (Unity):** A two player co-op game, in which a deaf character leads a blind character with binaural audio.
 - Role: Technical Artist Lead, 3D Artist, Character TD, Animator, Technical Animator, Game Designer
 - **Chain Reaction (Unity):** A mobile game where you try to save your planet from incoming threats.
 - Role: 3D Artist, Animator, Game Designer
 - **Unmaad Runner (Unity):** An endless runner mobile game.
 - Role: Technical Artist Lead, 3D Artist, Character TD, Animator, Game Designer
 - **Sumomentum (Unreal 4):** 3D multiplayer brawler where players attack by dashing at their opponent.
 - Role: Character TD, 3D Artist, Animator, Technical Animator, Game Designer, Visual FX
 - **Flight Anxiety (Unity, Google Cardboard VR):** A serious game, where the player can be trained to overcome the fear of flight journeys.
 - **Winner**, Best Clinical award in **Game4Health** competition
 - Role: Character TD, 3D Artist, Game Designer, UI Designer
 - **Icehole Narwhals:** Icehole Narwhals is a HTML5 game inspired from Zaxxon (1982) and Tetris (1984).
 - Role: 3D Artist, 3D Environment Artist, Game Designer
 - **Paddle Bash:** A mobile game, where player uses his mobile phone as a paddle board.
 - Role: 2D Graphic Artist/Technical Artist
 - **3D Generalist, Ten-O-Six Production** **Aug'16 – Present**
 - Rigging, Animation, 3D Modeling, Texturing, Lighting, Visual Effects
 - **Technical Artist (Research Assistant), The GApp Lab, University of Utah** **Jan'16 – May'16**
 - Responsible for UI designing, creating all the 2D assets and integrating them in the game
 - **Teaching assistant for Machinima (Unreal 4), University of Utah** **Jan'15 – Dec'15**
 - Conducted Motion Capture sessions and cleaned up the motion capture/performance capture data for cinematics
 - Rigged, animated and re-targeted motion capture/performance capture data on to the characters
 - Helped students about Maya, Motion Builder, Unreal 4 (integrating animations in Matinee, lighting and shaders)
 - **Layout/Previsualization artist, Prime Focus World, India** **May'13 – Aug'14**
 - Did rough and final layout (scene blocking/staging and camera animation) for LEGO: Legends of Chima
 - Responsible for training new joins and make sure they are comfortable with the pipeline and work flow
 - Helped in refining the pipeline by testing and suggesting the improvements to the pipeline team at London facility
 - Built tools/scripts which helps artists to speed up their work flow and written a pipeline document for the team
 - **Junior Layout/ Previsualization artist, Crest Animation Studios, India** **Oct'12 – May'13**
 - Did rough and final layout (scene blocking and camera animation) for Swan Princess-5 and Alpha and Omega DVDs
 - Handled the technical problems that artists encounter in their daily routine
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Educational Background

- University of Utah**, Master of Science (Entertainment Arts and Engineering) **Aug'14 – May'16**
- Zee Institute of Creative Arts, India**, Diploma in Animation **Jan'11 – Aug'12**
- Andhra University, India**, Bachelor of Technology (Major: Information Technology) **Aug'06 – Apr'10**