Nareshkumar Yakkala

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Technical Animator / Game Developer

Website: **www.nareshkumaryakkala.weebly.com**   **LinkedIN:** **www.linkedin.com/in/nareshkumaryakkala**

Profile

- Total 6 years of production experience in technical side of Animation, Motion Capturing, Gaming and Application scripting.

- Quick and self-learning new technical concepts, tools and software and then train to team members.
- Talented programmer with ability to quickly pickup new languages and scripting to develop new utilities for project pipelines.
- Trained in both traditional and digital animation film making.
- As an avid gamer interested in Game Development & Game play programming for PC, Mobiles and Consoles.

Skills

Skills: Game development, Application Scripting, Motion Capturing, Animation, Rigging, Traditional Art.

Technical skills:
Languages/scripting: Good knowledge in MEL, Python, C#, HSL, Unreal Script, Unity Script.
                         And basic knowledge in Max script, C, C++, SQL.

 Software Skills:
Art: Good in Adobe Photoshop.
Animation: Experienced in Autodesk Maya and 3Ds Max, Having knowledge on Natural motion Endorphin
Motion capturing: Experienced in Vicon IQ, Vicon Blade, and Autodesk Motion Builder
Game Middle Ware: Experienced in Natural motion Morpheme.
Game Engines: Experienced in Unreal, Unity3D and infernal engines.
Crowd Simulation: Basic knowledge on artificial life Massive prime.

Experience

Lakshya Digital Pvt Ltd. Gurgaon.
Sr. Artist& Game developer (2012 December – Current)

Working for an IOS game project on unity game engine.

> ➢ Implemented Game play rewind feature

> ➢ Implemented Social features using third party C# API

> ➢ Implemented Multiplayer mode(used prime31 for Bluetooth P2P and unity network api for LAN)

Currently working on animation adjustments for a console game. My responsibilities are to port all animations into game Engine and apply to different kind of skeleton sizes with no major penetrations using engine tools.

Trine Entertainment Ltd. Mumbai.
Technical Animator (2011 MAR – November 2012)

As a technical animator my responsibilities are on technical side of animation pipeline and being a strong bridge between multiple departments like Rigging, Animation, Motion Capturing and Game play programmers. On game side I bring all animation assets into game engines and make them work fine for the game. My responsibilities to find new methods and techniques to make work faster and to get quality output. And also I am responsible for entire motion capturing pipeline.

 Projects: Move Street Cricket II for PS3 (Technical Animator, Programmer)

        Ingame Cinematics: https://www.youtube.com/watch?v=FC77TrOc79Y

        Move Street Cricket for PS3, (Technical Animator)

        Street Cricket Champions II for PS2 and PSP, (Technical Animator)

        (http://www.ign.com/wikis/street-cricket-champions-2/Credits)

Mobility Art Studios. Hyderabad
Mocap lead (2008 MAR - 2011 JAN)

Joined as a Data clean-up artist in 2008 and later promoted as a mocap lead for motion capturing pipeline and taken responsibilities for developing scripts for Vicon Blade, Motion Builder, and Natural motion Morpheme .
As a senior team member, mentored, trained studio employees. Worked on Natural motion Morpheme animation system to generate motion tree networks.

Selected accomplishments and assignments

> Learned Vicon blade and trained a team for Mo-cap tracking department. Developed many scripts for Mo-cap pipeline using HSL in Vicon Blade. Played a lead role for many Mo-cap projects.

> Learned Natural motion Morpheme and trained a team for Motion tree networks. Directed and shot animations on motion capturing stage. Played lead role for Motion tree projects.

> Animated four leg characters for motion tree networks.

> Developed scripts for 3D department using MEL.

Spark Animations
Animator (2007)
Joined as an animator assisted for senior animators and participated in story discussions and Supported in character designs.

Training

Diploma in Animation Film Making (2004 - 2007)
ColorChips Animations, Hyderabad

3 years of advanced diploma in animation film making from Color chips Institute of Entertainment and Media Arts (CINEMA).

Completed a student short film "HAIRY TALE" with a team of 10 members.

Personal Information

Name:	Nareshkumar Yakkala
Father's Name:	Y.R.K.Prasad
Date of Birth:	29th Aug 1986
Marital status:	Unmarried
Languages Known:	Telugu, Hindi and English

DECLARATION

I solemnly acknowledge that all the information given by me is correct to the best of my knowledge.

Place: Gurgaon,
Date: 26/07/2014.

(**Nareshkumar Yakkala**)