

# Nagacharan J G

Mob: +91 9840479727

E-Mail: nagacharan3dartist@gmail.com

<http://nagacharancgartist.weebly.com> (online portfolio refer for works done)



## 3D Game Technical Artist and Visual Designer

- Bachelor of Engineering with 5 years of experience in Game Development, R&D, Modeling and Texturing.
- Having experience creating Next Generation Game Art Asset Development.
- Worked with Redoctane Technologies Pvt Ltd,(An Activision company) Chennai as 3D Artist on Game Development for 2 years.
- Good Knowledge in setting up the pipeline for Next Generation Game Art Development.
- Worked on Normal map techniques and involved in exploring the new open source software Blender.
- As a technology evangelist with excellent skills in analyses, problem solving & organizational abilities.
- Currently working as a senior designer for HCI Technologies, Chennai. India.
- My hobby are 3d scanning and 3d printing with MS Kniect with Reconstructme, Refusion and more some of my scanned models (<https://sketchfab.com/explore/models?q=nagacharan>)

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## Academic Profile :

- Bachelor of Engineering (Mechanical engineering) from KLN COLLEGE OF ENGINEERING,MADURAI ( ANNA UNIVERSITY ) in 2005
- Higher Diploma In Animation at Arena Multimedia, Chennai 2006-2007

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## TOOLS:

- Operating systems : WinXP /Win 7.
- 3d Software : 3DS Max, Zbrush ,Mudbox , Googleskp (modeling and sculpting ).
- 2d Software : Adobe Photoshop cs5, Adobe illustrator cs5 and InDesign cs5 ( texturing, ).
- Other Tools : Adobe Premier Pro , Adobe After Effects (editing and compositing ).
- Lighting : vray, mentalray,3dsmax.
- Game Engine : Unity3d (Art asset for games)
- Render Engine : Render Engine : Vray,Mental ray, Key shot ( 3dsmax+Product Design Rendering).

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## Projects 1: RedOctane Technologies, Chennai. India.

- Project** : Next Generation Game Art development ( Marvel Ultimate alliance 2 ) AAA Game ( Redoctane Technologies, Chennai ). work credits under redoctane studio india
- Description** : Project aims to test Normal map creation and Next Generation Art Asset Pipeline. This also involves assisting the Game Artist for any development issues. It is an extended R&D arm, keeping in pace with the latest technologies and providing state-of-the-art solutions. Timely feedback on process followed in-order to avoid any critical last minute problem. Task includes setting up of the automation in the pipeline. Scrum process is used for Next Generation Game Development. Regular scrum meeting happens for status update.
- Role Played** : Technical artist and also responsible for creating Art Asset and Creating Damage state For Environmental art asset .
- Software Used** : 3DS Max, Headus Uvlayout.

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## Projects 2: RedOctane Technologies, Chennai. India.

Project : Slipgate MMORPG Game Art asset (RedOctane Technologies, India).  
Description : Project aims to create 3d model and unwarp Reporting timely feedback to Lead art Director ( David Patch ) Slipgate Studios.  
Role Played : Technical artist and also responsible for creating Art Asset.  
Software Used : 3DS Max, Headus Uvlayout.

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## Projects 3: Viswire Simulation, Chennai. India.

Project : Simulation Art asset (Viswire Simulation, India).  
Description : Project aims to create 3d model and unwarp and Export as .osg Format engine output.  
Role Played : Responsible for creating Art Asset.  
Software Used : 3DS Max, Headus Uvlayout.

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## Projects 4: Jupiter Studio, chennai, India.

Project : Product Design For Ikea ( jupiter Studio, chennai, India).  
Description : Project aims to create Product Design 3d model ,unwarp and Texture Rendering Output with Vray.  
Role Played : Responsible for creating 3dmodel,unwarp and texture .layout  
Software Used : 3DS Max, Headus Uvlayout.vray

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## Projects 5: inexgen games technologies , chennai, India.

Project : Allrounderz Facebook Game ( inexgen games technologies , chennai, India).  
Description : Project aims to create Environmental Art asset For Cricket Game , Character Design , model ,unwarp and texture Exporting to unity3d Game engine .  
Role Played : Responsible for creating 3dmodel,unwarp, texture and optimization of art asset for  
Software Used : 3DS Max,Headus UVlayout , unity3d Game engine. partcle illusion for Sprite animation

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## Projects 6: inexgen games technologies , chennai, India.

Project : Bluegoji ( inexgen games technologies , chennai, India).  
Description : Project aims to create UI Design Layout and Exporting to unity3d Game engine .  
Role Played : Responsible for creating Gui Textures  
Software Used : Photoshop and sprite animation software.

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## Projects 7: Boston media tech

Project : Architectural Walk through For Raaha Builders. (Boston media tech)

Description : Project aims to create V ray Light settings and Rendering

Role Played : Technical artist and also responsible for creating Render Output

Software Used : 3DS Max, Vray

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## Projects 8: Boston media tech

Project : Mazda Car rendering Interior and exterior .web Presentation

Description : Project aims to Build 3d model from Cad Data and create vray material,Vray Light settings

Role Played : Technical artist and also responsible for creating Render Output

Software Used : 3DS Max, Headus Uvlayout Keyshot 4

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## Projects 9: inxegen games Technologies , Chennai, India.

Project : Space invaders and Owl game ,on i pad ,PC

Description : Project aims to create Product Design 3d model ,unwarp and Texture Rendering Output with Vray.

Role Played : Responsible for creating 3dmodel,unwarp and texture .layout

Software Used : 3DS Max, Headus Uvlayout.vray

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## Projects 10: Hcl technologies, chennai, India.

Project : Marketing avocate ( Hcl technologies , chennai, India).

Description : Project aims to create visual design based on wireframes for web intergration.

Role Played : Responsible for creatingvisual design and slice the images for developers

Software Used : Photoshop cs5.

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## Projects 11: Hcl technologies, chennai, India.

Project : Roche gamification (Hcl gaming COE )

Description : Project aims to create UI Design Layout and Exporting to unity3d Game engine .

Role Played : Responsible for creating Gui Textures

Software Used : Photoshop and sprite animation software.

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## Projects 12: Hcl technologies, chennai, India.

- Project : Cisco IP phone ( Hcl technologies, chennai, India).
- Description : Project aims to create visual asset and redline specification doc for development. Created visual assets beased on the design kit provided by cisco.
- Role Played : Responsible for creating visual layout and redline specification doc for development.
- Software Used : Photoshop cs5, Indesign cs5 and illustrator cs5.

## Primitive Skills:

- 2d sketching (pencil).
- Painting.
- Miniature Modeling.
- 3D scanning and 3D printing with kinect and Refcusion (<https://sketchfab.com/explore/models?q=nagacharan>)

## Area of interest:

- 3D Character and Set modeller.
- Virtual Walk throughvisualization with unity3d, 3dsmax, vray, mentalray rendering.

## Achievements:

- All India Camel Colour Contest' 1992 –1st Prize in Painting Competition.
- All India Camel Colour Contest' 1994 – 2nd Prize in Painting Meet (Camlin Limited).
- Madurai Dist Educational And Kala Academy –won 2nd Prize in mimicry .
- Madurai 2nd in Painting Competition held at Soco trust and Nakkheeran Tamil weekly,
- ink n Stick Contest won 2nd Prize held at PIDILITE INDUSTRIES LTD.
- Southern India Science Fair won 1st Prize in MONOACTING held at Tirupati,AP, INDIA.
- MUSIUM South zone Inter College Cultural & Management meet,won 1st prize in Comedy time held at G.R.Damodaran College Of Science ,Coimbatore.
- INTERFACE'04 Kultural And Literary Association (kala) Cecri,karaikudi won 1st Prize in Variety a cash award of 750/-,1st Prize in egg Painting a cash award of 400/-.
- HINSPIRE'04 WON 1ST Prize in PIC N PAC a cash award of 1500/- held at HINDUSTHAN COLLEGE OF ENGG & TECH COIMBATORE.
- ASIAN PAINTS Art & Craft Competitions won 1st Prize in Painting held at MADURAI JuniorCHAMBER.
- PIDILITE FEVICRYL Painting Contest Won 1st Prize in Painting held at MADURAI.
- CARNIVAL' 95 won 1st Prize in Painting Competition Conducted at ROTARY CLUB OF MADURAI & INNER WHEEL CLUB OF MADURAI CITY.
- participated in DDD LIGHT AND DARK (Workshop for Basic Anatomy and Shading Training Conducted by REDOCTANE TECHNOLOGIES Pvt Ltd Chennai .
- 1st Prize in workplace cabin decoration at redoctane technologies , Chennai.

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## Experience:

- Worked as 3dartist for REDOCTANE TECHNOLOGIES PVT LTD CHENNAI ( 2 Yrs Fulltime ) .
- Worked as 3dartist for viswire simulation chennai..6 months Contract.
- freelancer work ( Architectural Rendering walkthrough )
- 3dsmax and mental ray ,vray rendering pipeline .
- Worked as 3dartist for jupiter studio chennai
- ( done uv unwarping for product design ) 1 month Contract .
- Worked as 3Dartist For Inexgen Games ( Allrounderz Facebook Cricket Game ) From 1st Oct 2010. ( 1 yr and 7 months )
- Worked at Boston Media Tech ( as Technical 3D artist ) From 1st May 2012. To 30th Sep 2012
- Currently working for HCL Technologies as a senior visual designer from 08 Oct 2012 to till date.

## Passport details:

Name as on passport : Jankin Gurumoorthy Nagacharan.  
Passport Number : H0770533.  
Date of Issue : 26.09.2008.  
Expiry Date : 25.09.2018.  
Place of Issue : Madurai, Tamilnadu, India.

## Personal details:

Date of Birth : Nov 20, 1982.  
Nationality : Indian.  
Gender : Male.  
Marital Status : Married.  
Children : Boy Baby 3.8 yrs old.  
Languages known : English ,Sourashtra , Tamil.