

SIVARAAMAKRISHNAN GURUSAMY MUTHUPANDIAN

VISUAL EFFECTS ARTIST

Hello!

I am a passionate VFX Artist, who loves to create realistic effects for games. I enjoy multi-disciplinary collaborations to ideate, prototype and implement best gameplay experience. Possess a solid framework in Real-Time VFX and Cinematics FX with a well rounded generalist expertise, coupled with professional experience of 4 years as a software engineer, I am an adept solutionist in both technical and artistic worlds.



San Diego, CA



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Software + Skills

Houdini	Unreal
Maya	Nuke
Substance Ds	Premiere Pro
Substance Pt	After Effects
Zbrush	Photoshop
3ds Max	Pftrack
SpeedTree	Embergen
Redshift	RBD
Vray	Pyro
Mantra	Flip
karma	Particles
	VEX
	MEL

Responsibilities

- Build aesthetically astounding VFX that communicate essential game mechanics.
- Create realistic and advanced materials, shader and textures through procedural software and hand paint textures.
- Create custom modules, scripts and tools that aid in VFX development.
- Create fluid simulations, RBDs, FLIP, baked animations and integrate them into game engine as flipbook textures, VATs, alembic assets.
- Investigate, fix bugs and optimize VFX so they are memory efficient and performant without losing visual fidelity in all stages of the game like large sale PvP and PvE.
- Spearhead, research, innovate and develop new techniques with Engineers, Designers, Artists and Directors.
- Collaborate with Design, Animation, Lighting and Environment to integrate VFX seamlessly into the game.
- Assist the team on setting up complex VFX systems, transfer knowledge on proprietary toolsets, troubleshoot, solve technical hurdles and eliminate blockers.
- Create and manage documentation throughout VFX development and cross-team functionality between different disciplines.
- Knowledge on Sequencer, Blueprints, version control software like Perforce.

Experience

Intrepid Studios - Visual Effects Artist II Ashes of Creation

May 2023 - Present

-> Created Combat VFX for PC Archetypes

- Bard - Entire Kit
- Rogue - Entire kit
- Mage - 8 abilities
- Ranger - 10 abilities
- Fighter - 10 abilities
- Tank - 6 abilities

-> Created combat VFX for NPCs - Tropical giant, Skeleton warrior, Ancient leader, Goblins, Spiders, Raptors, Archer spiders.

-> Created Aela ruins portal FX, Character lobby portal FX, Caravan wreckage fire FX, Node war Event FX, Environmental FX for Befall-en forge dungeon.

July 2015 - July 2019

Tata Consultancy Services

Systems Engineer - Software developer, responsible for development and management of healthcare applications.

Education

Bachelor of Fine Arts (2019 – 2022)

Gnomon School of Visual Effects, Los Angeles.

Bachelors in Information Technology (2011 – 2015)

SRM Easwari Engineering College, Chennai.