

Pinakin Jayant Pandit

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SKILLS

Animation	Maya	Character Rigging	3DS Max
Rigging	Maya LTE	Character Animation	Photoshop
Facial Animation	Unreal Engine	Python	Hansoft
Motion Capture	Unity Engine	Motion Builder	Scrum Process

Tools: Visual Studio, Microsoft Office and SVN.

Database: MySQL, Oracle 10g and Microsoft Access.

Misc: UI design, play testing, debugging, automation tools and computer maintenance/repair.

EXPERIENCE

Paper Planes (Tiered World Studios' pilot program) June 2016 – Present

3D Animator Intern

- Responsible for animations and rigging of in-game characters.
- Volunteer to mentor underserved, at-risk and special needs youth in Unity, python scripting, animation and rigging.

Rainbow Goats Oct 2015 – June 2016

3D Animator and Special Effects Artist

- Provided all the animations and special effects in game.

University of Utah Aug 2015 – May 2016

Python Teaching Assistant and Animator

- Assistant to the Python teacher and responsible for helping students with projects and animations.

MAAC Animation Institute June 2015 – August 2015

3D Animator Intern

- Responsible for environment and character animations. Assisted senior animators with story boarding.

Cognizant Technology Solutions Pvt. Ltd. Oct 2012 – May 2013

Software Developer

- Project team member for automation using 'EMC² Xpression'.
- Two months internship as Program coordinator intern handling various assets in Unity at **Digitales Communications**, India.
- Currently involved in two game development projects. These provide me with a set of unique problems that help hone my skills and at the same time give me immediate feedback on my progress.

GAMES

Published

- Skyreach (Rigger & Animator)
- The Last of the Vegans (Technical Artist)
- Titanomachy (Choose your own adventure)

On Going

- Through the Lens (Motion Capture & Animator)

Projects

- ChemBOT (Technical Artist)
- Unreal Surfers (Technical Artist)
- Clash of Pens (Role: Game Designer/Economist)

EDUCATION

M.S., University of Utah Entertainment Arts and Engineering, Technical Artist 2014 – 2016

Bachelor's Degree, M.I.T. Academy of Engineering, Pune, India Information Technology 2009 – 2012

Diploma, Sou. Venutai Chavan Polytechnic, Pune, India Information Technology 2006 – 2009

ACHIEVEMENTS

Co-organized and Co-managed the 2015 Global Game Jam at IGDA at the U of U and intercollegiate LAN gaming tournaments. Played state level table tennis and inter-college soccer.