

NARESH

TECHNICAL ARTIST
GAME DEVELOPER

CONTACT

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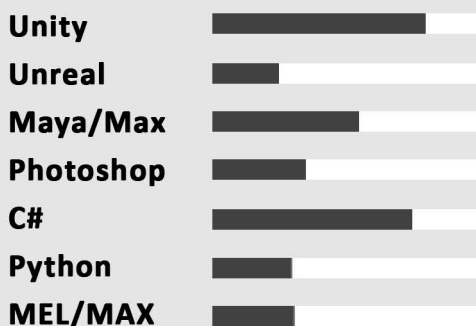
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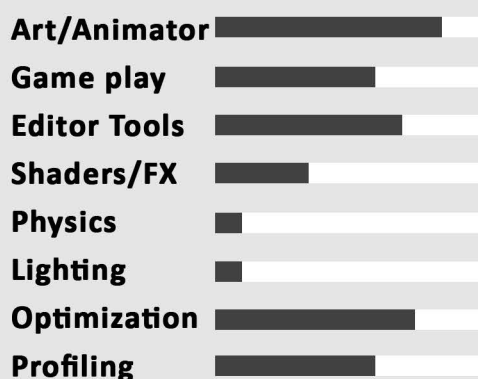
GAMES

Star Trek The Final Frontier
Lotteria Lasirena (Slot Game)
WWE 2014, 2015 (Consoles)
Move Street Cricket 1 & 2 (PS3)
Indian Ludo (Android)
Interface Puzzle (Android)

SKILLS



GAME SKILLS(UNITY)



SUMMARY

10 years of Industry experience with multiple designations. Worked as Mocap Artist, Technical Animator, Technical Artist and Developer. Being a Technical Artist i stand on a line between Artist and Engineer, and below Illustration describes my skill position on the line of art and engineering.

ARTIST



ENGINEER



Interested in developing games, Engine tools, In game visual effects and shaders.

PORTFOLIO

Portfolio : www.nareshkumaryakkala.in



EXPERIENCE

2016 - NOW
PUNE

SCIENTIFIC GAMES

SENIOR TECHNICAL ARTIST I

Integrated 2D art/Animations in Unity,
Custom 2D shaders & effects,
Profiling & Optimizing games,
Developed Engine Tools

2013 - 2015
GURGAON

LAKSHYA DIGITAL

SENIOR ARTIST

Integrated art & animations into Unreal, Unity & clients inhouse engines,
Developed game play features for an I OS game,
Created tools for MAYA,3DSMax to communicate with internal task assignment application

2011 - 2012
MUMBAI

TRINE ENTERTAINMENT

TECHNICAL ANIMATOR

Integrated art & animations from Maya to Unreal engine,
Implemented in game cinematics in Unreal 3.0

2008 - 2010
HYDERABAD

MEDIA MANDI

MOCAP ARTIST

On floor motion capturing & data cleanup,
Implemented scripts for mocap pipeline,
Created animation networks in Natural motion Morpheme.

EDUCATION

2004 - 2007
HYDERABAD

COLOR CHIPS

ADVANCED DIPLOMA IN ANIMATION FILM MAKING

Diploma course in art and animation