VijayaSarathi.R

CGI Professional / Educator /Consultant / Mentor

INTERESTS
Traveling, Trekking, Music, Writing, Reading, Cooking, Driving, Spiritual

My Contact

✉ vjprojects2020@gmail.com

☎ 9353939713

📍 India, Karnataka

🌐 www.vjsarathi.com

Hard Skill

Drawing and Painting, Photography, Graphic Design, Film Making Video Editing, Animation, Composting, Maya Modeling, Maya Rigging, Game Design, Unreal etc

Soft Skill

- Observation
- Decision making
- Communication
- Multi-tasking
- Team Building
- Training & Management
- Presentaion
- Seminars & Workshops

Education Background

EDUCATION
(B.A) History Madras University Diploma in Electronics
St Joseph's Collage and School
Computer Hardware Fundamentals
Microcode
Advanced Computer Troubleshooting
Microcode
Network Engineering Microcode
Multimedia
Track Academy

Languages

English.
Native or Bilingual Proficiency.
Tamil.
Native or Bilingual Proficiency.
Russian.
Basic Elementary Proficiency (Reading).

About Me

Self driven, Motivated , ForeverThriving Individual, CGI Professional / Educator /Consultant / Mentor and a Great Team Player / Builder with a Passion For All that is Beautiful, Meaningful and Purposeful.

Visionary with acute sense of practical excellence and a passionate entrepreneur and a teacher...seeking challenging projects and management positions

Professional Experience

Circuit Designer
L.P electronics
1997 – 1998

Graphic Designer
Thunder Graphics
1998 – 1999

Graphic Designer
Spark Designs
1999 – 2001

Motion Graphics Animator/Modeler
Prasad Studio
2001 – 2002
,
Rigging Artist/Modeler
JadooWorks
2002 – 2005

Sr.Rigger Executive
Anirights Infomedia
2005 – 2007

Sr.Rigging Consultant
Double Negative (DNEG)
2018 – 2019

Founder / Director
Coachbox Media Academy Pvt.Ltd
2020 - 2021

Visualisation Head / Marketing / R&D
DSG Global (Australia) (Remote)
2021 - 2022

Hindi
Basic Spoken Level
Kannada
Professional Working Proficiency
Japanese
(Currently Learning)

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ACADEMIC AND TEACHING EXPERIENCE

Training and Development –Dubai UAE
Maya Acadamy Of Advanced Cinematics (MAAC)
American College Of Dubai
05/2007 – 08/2007
Tasks/Achievements
Animation and Vfx Training

Art & Animation - Chennai Anna Nagar
Opener School Of Arts & Animation
2007 – 2008
Tasks/Achievements
Chennai / India
Technical Direction and Training / Course Design

Animation Department - Bangalore Yelahanka
Srishti College Of Arts & Design
2009 – 2012
Tasks/Achievements
Bangalore / India
Head Of Animation Department / Course & Program Design / Management of Students and Faculties

Art, Animation & Design - Bangalore
Sudarzana Academy Of Art & Design
2013 – 2017
Tasks/Achievements
Director / Founder / Establishing institutional space

Institutional Campaign - Bangalore
Knowledge Hub
2013 – 2017
Tasks/Achievements
Director / Founder / Portal Fundraising

Center Management / Business Development –South States
Aptech (MAAC)
2019 - 2020
Tasks/Achievements
Academic Manager / Zonal Technical Head South

Remote / On Site Teaching - Belgaum
The Coach Box
Tasks/Achievements
initialising and Conceptualizing Academic Setup

SUPPORTED CAUSES
C-Step Water Casting (Real Time SimulationGame Development in Unreal) Drishya Foundation (Animation and Skill Training for Under privileged)

Environmental Awareness (Training and Discussion on Global Warming)

Beach Pollution (Research, Training, Community Development)

Plastic Waste Recycling (Workshops, - Seminars on Recycling)

HONORS & AWARDS

Project HigglyTown Heroes US Television series (12/2004)
Happy Nest inc
For Outstanding Performance and Lasting Contribution

Digicon 6+2 Japanese Award
For Rigging Project Bad Egg

PERSONAL PROJECTS
Mercenary Planet Game Demo
Conceptual Animation Content For a Computer 3d Game In house

Modeling Demo
Mixture of Maya and Zbrush Modeling Demo

Rigging Demo
Short Video Demonstrating Rigging Skills

KnowGodKnowLife
Self Made Short Film About a Day in a Festive Season...

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PROFESSIONAL PROJECTS

Spark Designs (1999-2001) Chennai
Projects: *Design and Animation*
Cover Design, Magazine Covers, Motion Graphic Title Animations.

Prasad Studio (2001-2002) Chennai
Projects: *Design and Animation*
Title Animations, DVD Authoring, DVD Menu Designs For **YashRaj Chopra** Productions and **Iyngaran Videos**.

Jadoo Works (2002-2005) Bangalore
Projects: *Gaming*

- Modeling of "Buck Williams" Character Modeling and Props For "**LEFT BEHIND**" Game.
- Rigging of "Spruce" a Character for JW Show-reel.
- Modeling, Texturing,Lighting and Animation Of BG Props and Visual elements like Spaceships For in house game project by Jadooworks "**GAME-X**"
- Level Design for **"GAME-X"** Projects: Modeling
- Props and Visual elements of **HTH(Highly Town Heroes)** for **Wild-Brain/ Walt Disney**.
- Set Modeling and props "BABE" the Movie for Universal Studios.
- Prop and BG Modeling for the "**ALL-OUT"** Ad.
- Props Modeling for "**MAX ICE-CREAM**" Ad.
- Octavia an Octopus Model For "**ROCKPOOL".**
- BG Props for "**SONIC".**
- Modeling of Props for "**MOVIEGUIDE AWARDS"** also Texturing, Lighting, Animation and Brazil Rendering.

Projects: *Rigging*

- Character Rigging of **"DPS".**
- Prop Rigging of "**CHANDRIKA**" Ad.
- Character and prop Rigging for **"LITTLE KRISHNA**".
- Character and prop Rigging for **"BARNYARD".**
- Prop Rigging of **"BAD EGG".**
- Characters & Props Rigging for "**HIGGLY TOWN HEROES**" for **Wild-Brain/Disney.**
- Character Rigging of "**PRINCES FIONA**" a TV Series a Test of "**SHREK**" for **PDI DREAMWORKS**
- Character Rigging of "**PET ALIENS**" a test for **MIKE YOUNG PRODUCTIONS**.
- Character Rigging of "**MAX & THE MECHANICALS**" for **MIKE YOUNG PRODUCTIONS**.
- Character and prop Rigging for "**FIRE HOUSE TALES**" for **WARNER BROS**.
- Character Rigging of "**ROCKPOOL**".

DNEG - Prime Focus (2018-2019) Mumbai
Projects: *Rigging*
Character Rigging and Quadruped Rigging and Tool Development for "**GTB"**.
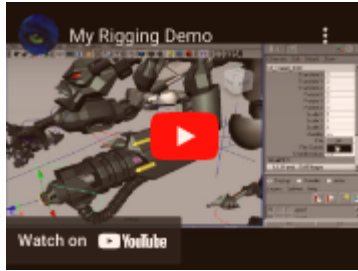
PERSONAL PROJECTS LINKS

PROFESSIONAL PROJECTS LINKS

Modeling Demo
Mixture of Maya and Zbrush Modeling Demo

Rigging Demo
Short Video Demonstrating Rigging Skills

Rigging For Higgly
Characters & Props Rigging for "HIGGLY TOWN HEROES" for Wild Brain/Disney.

KnowGodKnowLife
Self Made Short Film About a Day in a Festive Season...

Unreal Engine Work
A Short Visual Documentary About Evolution and Invention Of Tools and it's impact on Environment and Life. -

Rigging For Barnyard
Characters & Props Rigging for Baryard

Rigging For Little Krishna
Characters & Props Rigging for Little Krishna Television Series

Automotive Modeling
Maya Substance and Keyshot and Unreal Engine Workflows Depicting Automotive Modeling , Texturing and Rendering
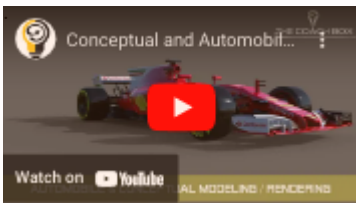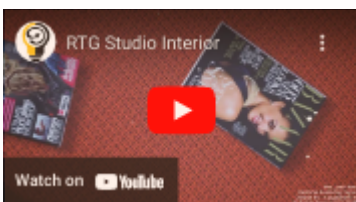
Automotive Rendering In Unreal
Visual Representing Unreal Real Time Render and Camera Animations, Content Developed during training Students.
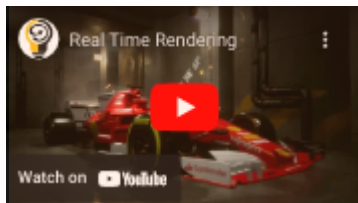
Architectural Walk Through Visualisations
Archi-Viz Visual Presentation and Training Content Developed During Training Students. Both Visuals below Representing Unreal Caliber.


Rigging For Shrek Series
Characters & Props Rigging Shrek (Princess Fiona)

Screenshot of The Tool Development Work Done For GTB Project For DNEG STUDIOS MUMBAI. This GTB Quick Tool had been created to help the rigging department fix the recurring issues during production pipeline to save time and speed up the work progress. Overall side by side along with the other production schedule it took about 3months to develop this tool after understanding the entire workflow of the production rigs and departments such as modelling, texturing and animation which are using the rigs that needs corrections and further modifications as per the animation requirements and sometimes on-going model change during production.
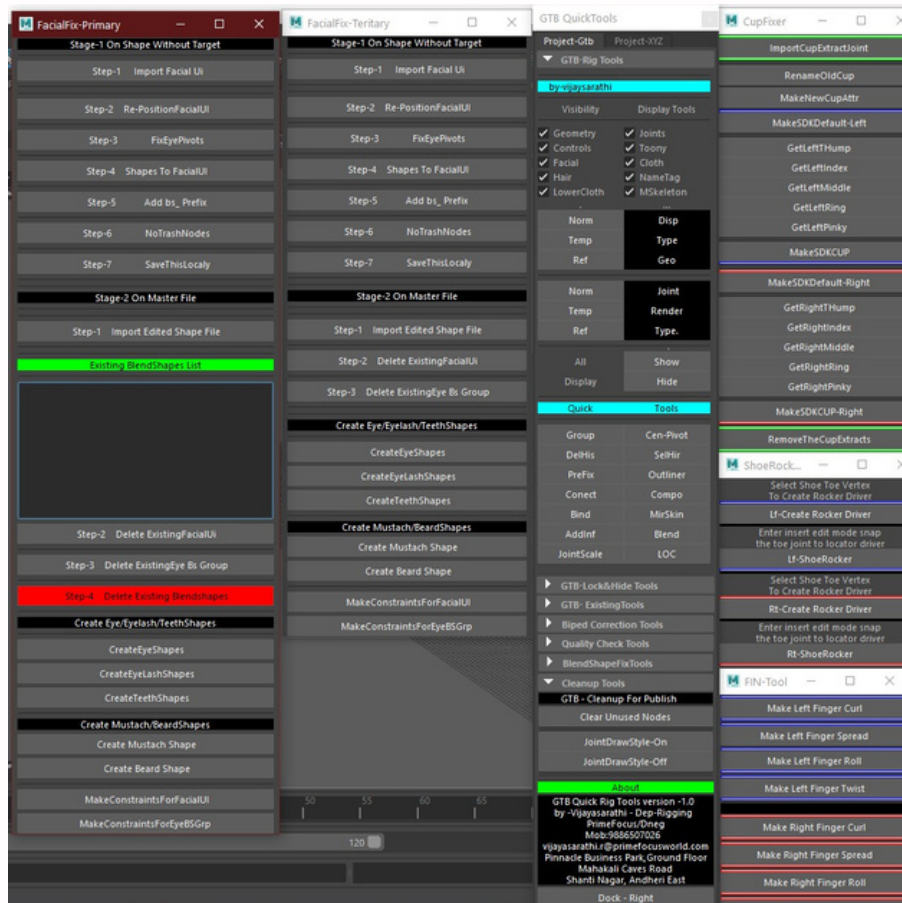
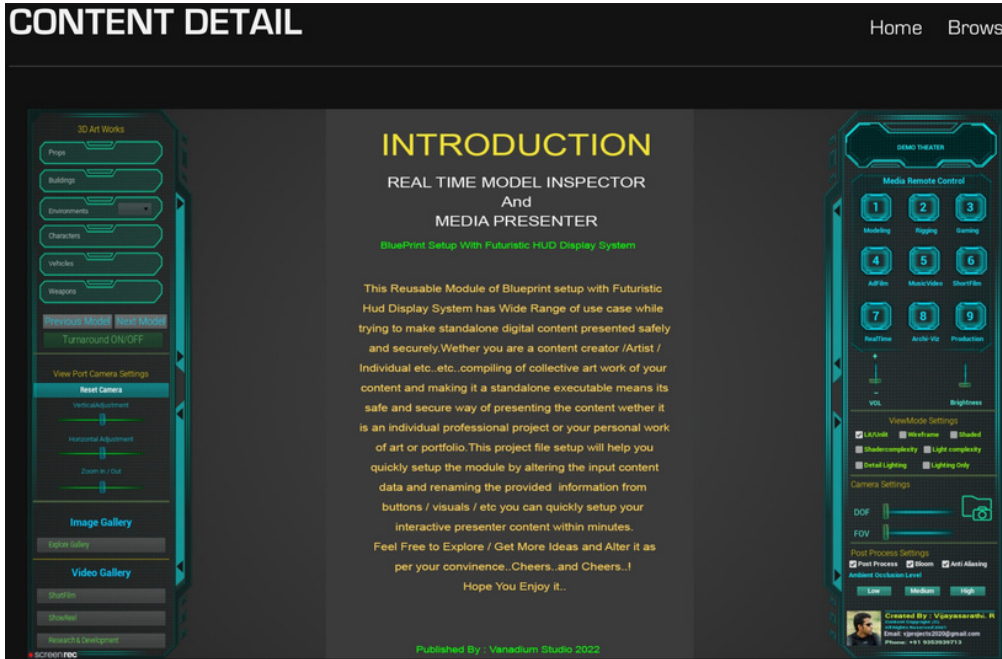The Following is the Unreal Game Developed for COACHBOX MEDIA ACADEMY. As This Game Is

designed and developed for the purpose of initiating the creative and technological workflow for the students who are taken up the game development course. The Game uses the simple workflow between Maya, Substance and Unreal Engine.

Currently I'am doing a research on the development of the tool with unreal engine that can be used as the Realtime asset viewer and presenter which can be used by artists and production houses for the purpose of Realtime presenting and reviewing (Though this is under conceptual stage but the implementation of this tool would be very useful for both parties.

This Tool is Now Approved By Epic Games and Available in The Epic Market Place For Download
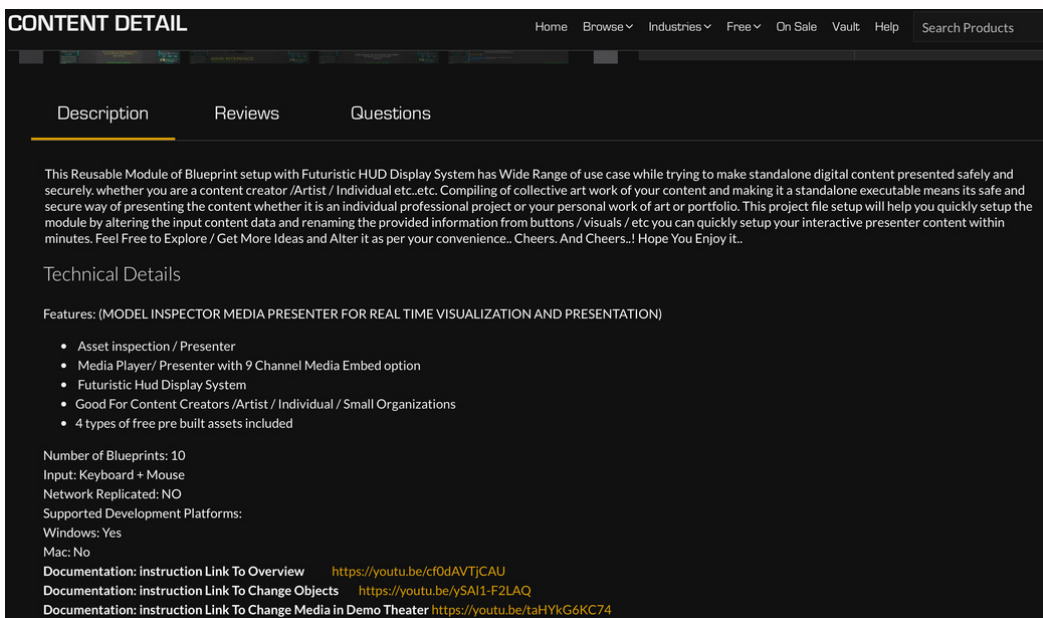
Another WIP Related to Work In Progress for Arch- Viz Related With Unreal. Its allows the users with custom selection of 3d assets and configure the look and feel of the environment in Realtime with custom controls.

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