

GIRISH BALAKRISHNAN

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Education

2013
Digital Media - M.S.
Drexel University
GPA 4.0

2012
Digital Media: Animation & Visual Effects - B.S.
Drexel University
GPA 3.7 | Cum Laude with Honors Distinction

Technical Proficiency

Maya | 3ds Max | MotionBuilder
Houdini | Nuke | After Effects
Unity 3D | UDK
PRman | Mental Ray | Vray | Mantra
MEL | Python
C++ | Java | C# | Javascript

Experience

Projects

Jan 2012 - Present

SmartVCS: Intelligent Mobile Virtual Camera System

DREXEL UNIVERSITY: Master's Thesis

- + Developing a hybrid, free-space cinematography tool for film previsualization and game cinematics built in Unity 3D utilizing the Playstation Move Controller and Apple iPad.
- + Research work involved thorough understanding of traditional cinematic techniques, the motion capture process, and virtual camera techniques in MotionBuilder, Maya, and Unity.
- + Presented patented research work and native iPad app prototype to members of Microsoft Game Studios, Halon Entertainment, Firaxis Games, Digital Domain, and Framestore.
- + Research Talk and Demonstration presented at SIGGRAPH 2013 at the Studio Venue.

Nov 2011 - Present

Visual Effects Artist & User Experience Designer

BEYOND INK LLC: Co-Founder

- + Developing & compositing visual effects shots comprised of atmospheric and fluid simulations. Effects developed include dust, clouds, embers, engine flames, and ocean vista.
- + Designed interactive user interface elements optimized for Apple iPad & iPhone.
- + Maintained consistent aesthetic look through pre-production, production, & post-production.
- + "Spirit of the Virginia" for iPad & iPhone released as Top Book App on the Apple App Store.

June 2009 - Aug 2009

3D Scanning Visualization Researcher

DREXEL UNIVERSITY: S.T.A.R. Program

- + Conducted independent 3D Scanning research in developing techniques and solutions in the field of "Digital Digitization of Historical Artifacts".
- + Worked in close partnership with members of Temple University, the National Science Foundation, & the Independence Living History Center as part of "3D Colonial Philadelphia".

Employment

Sept 2013 - March 2014

Houdini Intern: Procedural Tools Development

SIDE EFFECTS SOFTWARE

- + Developing procedural previsualization tools using Houdini for film & game cinematic development pipelines under the mentorship of Side Effects Software Senior Houdini Artist John Courte & Dreamworks Animation Visual Effects Supervisor David Prescott.
- + Prototype features utilizing the Houdini Engine and Houdini's Digital Asset pipeline for use in Autodesk Maya and Unity 3D.
- + Evaluate Houdini Engine and Houdini 13 software and provide constructive improvements to developers to improve workflow for VFX & gaming clients.
- + Support Side Effects teams with the creation of software demonstrations and presentations for industry clients and developer conferences.

June 2012 - June 2013

Adjunct Faculty Visual Effects & Game Design Instructor

DREXEL UNIVERSITY

- + Instructed Sophomore level overview course that focused on core aesthetic, technical, and conceptual techniques of digital media. Students were taught key modeling, texturing, and animation techniques for animated shorts & game design using Autodesk Maya & Unity 3D.
- + Taught courses, offered critiques & aided student groups throughout their animated production.

April 2011 - Sept 2011

Multimedia Developer

ETC / NASTAR Center

- + Developed 3D models and animations for use in motion-based aviation & space simulators.
- + Created motion graphics marketing assets for display at technology-centric trade shows.
- + Implemented a new corporate presentation workflow to allow personnel to broadcast live HD webinars and rich media content to viewers across the globe.

Awards & Honors

Unite Conference 2013: Best Student Project Award (2013)
SIGGRAPH 2013 Studio Research Talk & Booth Presenter (2013)
Drexel University Masters Research Award (2013)
Adobe Design & Achievement Awards Semifinalist (2012)
Academy of Interactive Arts: Randy Pausch Award (2012)
Research Day: Dean's Merit Award (2012)
AT&T Student Scholarship Program (2009-2012)
Drexel University Dean's List & Scholarship (2008-2012)
Wells Fargo CollegeSTEPS Scholarship Award (2008)

Talks & Presentations

NAB 2014: Panel Speaker (Tentative)
"Mobile Applications for Virtual Production"
GDC 2014 with Side Effects Software (Tentative)
LA Animation & VFX Pipeline Developers Meetup
"SmartVCS: A New Previz Tool for a Production Environment"
LA Unity3D User Group
"Houdini Engine & the SmartVCS"
SIGGRAPH 2013: Studio Research Talk & Booth
"SmartVCS: Shooting Avatar on your iPad?"