

MAYA M. SUNDARAM

CONTACT

Email: maya.m.sundaram@gmail.com

Website: sundaram3D.weebly.com

EDUCATION

Sunnyvale, CA	Cogswell Polytechnical College	May 2013
<ul style="list-style-type: none">• B.A. Digital Arts and Animation, Concentration in 3D Animation, Magna Cum Laude• Coursework: Python Scripting, Character Rigging, Quadruped Animation		

SKILLS

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| <ul style="list-style-type: none">• Object Oriented Design• Character and Facial Rigging• Troubleshooting | <ul style="list-style-type: none">• Game Systems Programming• Working knowledge of 3D Math• Animation | <ul style="list-style-type: none">• Concept Design• Texturing and Modeling |
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PROGRAMMING LANGUAGES AND TECHNOLOGIES

- C#, C++, Python, Lua, MEL Scripting
- Unity3D, Maya, Blender, Photoshop, Visual Studio, Git

EXPERIENCE

UI Engineer	Electronic Arts	March 2016 - Present
Shipped Titles: Sims 4 City Living, Sims 4 Vampires		
<ul style="list-style-type: none">• Implemented the UI for a power stacking system and a rank leveling in <i>The Sims 4 Vampires</i> using AS3 and Flash• Worked with team of five engineers to deliver features		

Game Programmer & Developer	Yazar Media Group LLC	September 2013 – March 2016
Shipped Titles: Candy Cave, Cutie Pets Pick Berries, Cutie Pets Jump Rope, Cutie Pets Go Fishing		
<ul style="list-style-type: none">• Solely designed and implemented game systems in <i>Cutie Pets Pick Berries</i> and <i>Cutie Pets Go Fishing</i>• Programmed crafting system, user interface, AI and in-game puzzle behavior for <i>Candy Cave</i> in C#• Worked closely with game designers to build and perfect game elements for all shipped titles• Fully animated eight <i>Candy Cave</i> characters in Blender and exported to Unity 4• Designed, modeled, and textured environment and item assets for <i>Candy Cave</i>		

Rigging and Game Animation TA	Cogswell Polytechnical College	Summer 2013 – Spring 2014
<ul style="list-style-type: none">• Wrote tools to assist students in their workflows• Wrote Python auto-rigger for Maya to assist in character setup• Rigged one quadruped, two bipeds, and various small animal characters• Assisted students in Game Animation class with animation critique and technical issues• Fixed problems with class rigs in Maya• Created animation assets for transition assignments in Maya and troubleshoot in Unity		

Lead Rigger	Cogswell Polytechnical College: Project X	January 2012 – June 2013
<ul style="list-style-type: none">• Rigged ten characters and five vehicles• Oversaw and delegated to three other riggers• Wrote automation scripts to speed up additional rigging processes• Troubleshoot pipeline and referencing issues within Maya		

References provided upon request