

Smit Chacha

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Personal Profile

I have a degree in Computer Visualization and Games from London Metropolitan University. During my 3 years course I have learn how to use Autodesk Maya to create 3D models and Cinematic Animations, plus Adobe Photoshop to create and generate UV Texture Maps. I also learn how to program in XNA C# to create Xbox games. I also learn how to use Adobe Flash to create 2D Games and 2D Animations.

Currently I am seeking for full time employment in Games Industry where I can use my 3D Modelling/Animation Skills.

Skills

Platform:

- Adobe Photoshop – Web Mock-up
- Adobe Dreamweaver - Coding
- Adobe Flash – 2D Animation
- Autodesk Maya – 3D Animation
- Adobe After Effects – Video Compositing
- Adobe Premiere – Video Editing

Games Development

- XNA Games Studio
- API
- Autodesk Maya Models
- Collision Detection (Bounding Box Model)
- 3D and 2D Games Development
- Flash 2D Games Development
- Java, C#

Autodesk Maya

- Polygon Modelling
- Nurbs Modelling
- Rigging
- Weight Painting
- Texturing (UV maps)
- Animation / Editing
- Dynamics / Simulation / Visualization

Computer Languages:

- XNA C#
- Action Script 2
- PHP / MySQL
- JavaScript / JQuery
- HTML/xHTML/DHTML
- CSS

Education and Training

London Metropolitan University

Sep 2005 – Jul 2008

Qualifications Achieved: BSc (Hons) Computer Visualization and Games

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Level 1 Modules

- Introduction to Programming
- Problem Solving for IT
- Introduction to Computer Graphics
- Further Programming
- Introduction to Interactive Authoring
- Time Based Media

Level 2 Modules

- Specialist Programming
- Introduction to 3D Animation
- Graphics and Imaging
- Data Modelling and Database Design
- E-Commerce Applications
- 3D Simulation

Level 3 Modules

- Group Publishing Project
- Advanced Development
- 3D Character Animation and Effects
- Multimedia Project
- Graphics and Imaging 2
- Distributed Game Design
- Prototype Development

Interests & Hobbies

In my spare time I enjoy watching video tutorial and read books about 3D Modelling and Animation, plus I love to browse the web to get more information about games industry such as new technologies and new APIs. I like to be up to date and I am constantly reading blogs and tutorials to get myself busy and up to date.