

# 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.

## 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
- Virtools
- 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
- CSS

## Education and Training

### London Metropolitan University

2008

**Qualification:** BSc. Computer Visualization and Games

2:2

### Level 1 Modules

- Introduction to Programming
- Problem Solving for IT
- Introduction to Computer Graphics

- Further Programming
- Introduction to Interactive Authoring

### Level 2 Modules

- Specialist Programming
- Introduction to 3D Animation

- Time Based Media
- Graphics and Imaging
- Data Modelling and Database Design

### Level 3 Module

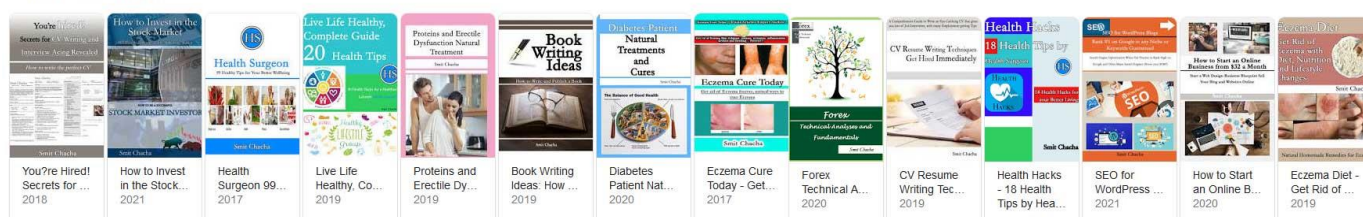
- Group Publishing Project
- Advanced Development
- 3D Character Animation and Effects
- Multimedia Project

- E-Commerce Applications
- 3D Simulation
- Graphics and Imaging 2
- Distributed Game Design
- Prototype Development

## Interest and 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.

Smit Chacha/Books



I have published over 15 paperback and digital books on Amazon KDP and LULU, they are widely available over the web in several online retailers. I have also published in a digital format in Google, Amazon and Apple.