

Akram Parvez

Hyderabad,India. Phone: +919985104229

akram@akramparvez.com

Technical Artist

Skills:

- Adaptable, quick learner
- Mentoring, instruction and technical writing
- Facilitates interdepartmental communication
- Design and development of tools for artists.
- Scripting in Maxscript and intermediate knowledge of python.
- Modeling and rigging experience.
- Third-party tools research and evaluation.
- Communicates well with both artists and engineers.
- Reputation as the "go to" guy for anything technical art.

Software:

- Primary: 3ds Max, Maxscript(Advanced), Torque Game Engine Advanced, Neo Axis Game Engine, Tortoise SVN, Perforce, Microsoft Office.
- Secondary: Maya(Intermediate), Python(Beginner), Mel(Beginner).

Experience:

[FXLabs Studios](#)

2006-Current

Hyderabad, India

Sr.Technical Artist Feb 2010- Current

- **Responsibilities:**
 - Adapt, develop and manage Art pipeline for Nintendo DS.
 - Mentor team on process, drawback and restrictions of Nintendo DS.
 - Build scripts to debug art issues in advance to avoid back and forth between the programming and art team and avoid bugs and issues at an earlier stage.

- **Projects Worked on:**
 - Un-announced Nintendo DS Title.

Technical Artist / Level Editor 2007-Feb 2010

- **Responsibilities:**
 - Develop and manage Art pipeline for Torque Game engine.
 - Identify and address any need for, and implementation of , pipeline tools and/or scripts on the fly.
 - Establish and manage content creation rules and resolve drawback with old pipelines.
 - Modeling and designing levels in game.
 - Mentoring artist on new techniques and shortcuts to produce art quick, maintaining the quality.
 - Specializing in MaxScript and bridging the artist/programmer divide.
- **Projects Worked on:**
 - [Ghajini, The Game\(In-House\)](#).
 - [Archie's Riverdale Run\(In-House\)](#).
 - R&D on Unity Game Engine for future projects.

3D Generalist , August 2006 — August 2007

- **Responsibilities:**
 - Modeling, Rigging and Technical Art assistance for Outsourcing projects.
 - Creating Vehicle Mod for Need For Speed- Most Wanted for company demo.
 - Evaluate game engines art pipeline for future projects. Evaluated Torque Game Engine Advanced and NeoAxis Game Engine.
 - Mentor and Lead junior artist for pilot project for Ashes 2009- IRGuru.
- **Projects Worked on:**

- Dhoom 2.5(In-House).
- [The League of Legends\(Riot Games\)](#).

Education:

- Bachelor of Commerce
Osmania Univesity.
2003-2006

Works:

- Website/Portfolio: <http://www.akramparvez.com/>
- LinkedIN: <http://www.linkedin.com/in/akramparvez>