

Sateesh Malla

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OBJECTIVE

Seeking a position as a TD or FX Artist in particle effects and dynamics for feature film, animation, or commercial post production.

EXPERIENCE

- 2010-Cur **Solutions by Design, USA, Fresno**
Maya Generalist / 3D Artist / Motion Graphics
Created 3d animations and models in Maya for various commercial applications for client. Designed and created title/transition motion graphic sequences for production video. Managed a small team to complete all project deliverables.
- 2010 **Mekanism, USA, San Francisco**
Freelance Matchmover / 3D Artist
- 2008-2009 **AWE Works LLC, USA, San Francisco**
Freelance Web/Graphic designer.
- 2001-2006 **IBM Global Services, USA**
Web Developer / IT Consultant
Worked on many web based projects doing front-end web development and back-end database work for a variety of clients across different industry sectors including insurance and automotive.
- 2000 **Ipsos-Reid Group, USA, New York**
Internship: Front-end web developer.

EDUCATION

- 2010 **MFA, Visual Effects and Animation**
Academy of Art University, San Francisco, CA
- 2001 **BS, Computer Science**
University of Michigan, Ann Arbor, MI

SKILLS

Python, PyMel, MEL scripting, Dynamics, particle systems, Expressions, Texturing, Lighting, Renderman, Compositing, 2D/3D Paint, Matchmoving (2D and 3D tracking), Animation, Modeling, C, C++, Linux, Bash, shell scripting

SOFTWARE

Autodesk Maya, 3D Studio Max, Side Effects Houdini, Luxology Modo, Pixologic ZBrush, Maxon Cinema 4D, The Foundry Nuke, Apple Shake, Matchmover, PFTrack, Boujou, Headus UV Layout, Adobe Creative Suite (Photoshop, After Effects, Premier, Illustrator, Flash), Final Cut Pro, Logic Pro