

CHETHNA KABEERDOSS

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<http://chethnak.com>

SKILLS

Software Development : C++, Python, OpenGL
Software : Maya, Shotgun, Nuke, Houdini
Issue Tracking : JIRA

Operating System : Linux, Mac OS X, Windows
Version Control : SVN, Git, CVS

EXPERIENCE

[Bluesky Studios, Greenwich - CT](#) – *Production Engineer* Sep 2016 – PRESENT
<http://blueskystudios.com/> | Environment : C++, Python, PyQt, Linux, Eclipse

- Part of the Maya Performance Initiative team, helped adopt maya 2017 into the production pipeline
- Writing custom maya plug-ins and converting old plug-ins for viewport 2.0 compatibility
- Part of a 12 member team engineering team responsible for the development of the production pipeline that supports 500+ artists

[Bluesky Studios, Greenwich - CT](#) – *Technical Assistant* Feb 2016 – May 2016

- Created and maintained stereo pipeline tools to streamline workflows
- Troubleshoot and debugged technical obstacles
- Conducted quality checks on stereo renders, isolate bugs/issues and resolve them

[Texas A & M University, College Station- TX](#) – *Research Assistant* Sep 2014 – Aug 2016
<https://www.tamu.edu/> | Environment : C#, MATLAB, Unity, Windows, Eclipse

- Assisted NSF funded Mobile Augmented Reality research project (Unity, C#, MATLAB & FaceLAB).
- Developed an application to optimize integration of real and virtual elements using interactive eye-tracking for mobile AR

[NexRef Technologies, Dallas - TX](#) – *3D Generalist* May 2015 – Aug 2015
<http://nexref.com/> | Environment : C#, Unity, macOS, Xcode

- Created 3D content for the augmented reality (Unity, Maya, Houdini, & Photoshop)
- Created custom unity (C# & Java-script) scripts for user interaction with the 3D objects
- Assisted in optimizing integration of real and virtual elements for mobile AR

[Cognizant Technology Solutions, India](#) – *Programmer Analyst* Jul 2010 – Jun 2013
<https://www.cognizant.com/> | Environment : Java, Selenium, Windows, Eclipse

- Developed (Core Java & Selenium), enhanced and maintained scripts as an automation engineer using open source tools for ecommerce portals of retail companies
- Managed offshore team of 4, delegated work and ensured timely completion of tasks

EDUCATION

[Texas A&M University, College Station, TX](#)
Master of Science + Thesis- Computer Graphics,
Relevant Courses:

Aug 2013 – Dec 2016

CPSC 659 – Physically Based Simulation Basic CPSC 645 – Geometric Modeling
CPSC 689 – Advanced Physically Based Simulation VIZA 616 – Rendering & Shading
CPSC 647 – Image Synthesis

[Thesis](#) : Art Directed Shader for Real Time Rendering-Interactive 3D Painting

Amrita School of Engineering, Bangalore, India

Bachelor of Technology - Electronics and Communication,

Aug 2006 - May 2010

Relevant Courses:

IT101 - Computer Programming

II102 - Object Oriented Programming

EC211 - Digital Design

MA220 - Linear Algebra And Partial
Differentiation

PUBLICATIONS

[Mobile User Interfaces based on User Attention](#), Published by **ACM**, 5/18/2015

<http://dl.acm.org/citation.cfm?id=2754634>

[Mobile Augmented Reality: Placing Labels Based on Gaze Position](#), Published by **IEEE**, 9/19/2016

<http://ieeexplore.ieee.org/abstract/document/7836454/>

[Art Directed Shader for Real Time Rendering-Interactive 3D Painting](#), **Texas A & M University**,
12/07/2016

<http://oaktrust.library.tamu.edu/handle/1969.1/159040>

TALKS

[Managing Visual Clutter - Mobile Augmented Reality](#), **Augmented World Expo**, 06/08/2015

<https://www.youtube.com/watch?v=KZkPv4fceEQ>

[Dailies Talk, ACM Siggraph](#), 08/11/2015

H20H NO! - 30 second animated short

<http://s2015.siggraph.org/attendees/dailies.html>

[Mobile Eye Tracking for Augmented Reality](#), **The Grace Hopper Celebration of Women in Computing Annual Conference**, 10/14/2015

Merits of mobile eye tracking for Augmented Reality

<http://schedule.gracehopper.org/session/hci-presentations-3/>

AWARDS

[Grant\(\\$537,862\) for Advancing Interaction Paradigms in Mobile Augmented Reality using Eye Tracking \(while working as a research assistant\) | National Science Foundation](#) | Feb - 2013

https://www.nsf.gov/awardsearch/showAward?AWD_ID=1253432

[Sony Pictures IPAX Sande Scoredos Scholarship | Sony Pictures](#) | Jul - 2015

<http://one.arch.tamu.edu/news/2015/7/1/students-land-10k-scholarships-sony/>

[People's Choice Highly Recommended | CG Student Awards - Sponsored by Autodesk](#) | May - 2015

<http://www.cgstudentawards.com/student-of-the-year-vfx-anim/chethna-kabeerdoss>

[Joseph Reeves Endowment Scholarship | Texas A & M University](#) | Dec - 2014

[Visualization Department Strategic Scholarship | Texas A & M University](#) | Aug - 2013

[Best Presenter Award for paper presentation on "Novel Ring Resonator based Biosensor for Cancer Detection" | Sixth National Student Conference organized by IEEE](#) | Dec - 2009

Movie Credit

Ice Age: Collision Course - Jul, 2016

Ferdinand (In production) - Dec, 2017