

# RAHUL NANAVATI

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## Summary

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I have been working as a Technical Artist in the computer game development industry for over 10 years. Since 2012, I have been in the position of CG Supervisor (Technical Art Director), and along with the art director, am responsible for delivering industry leading visuals for AAA titles.

## Experience

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Experience leading a group of technical artists, artists and engineers to achieve the artistic vision for EA Sports titles in the role of product owner (as part of Agile) for various domains including art, animation and rendering.

Researching, designing and co-developing new technology, techniques and workflows for graphics and content creation for projects across various platforms.

Helping drive technology decisions for the game and advise on game team staffing requirements.

Ensuring communication between the art and tech directors, artists and engineers on a team to push for the improvement in the visual quality of the game within platform constraints.

Working with different teams across the company to ensure a sharing of content and technology, as well as solutions and best practices.

Creating and improving art content creation solutions and workflows as well as working with outsourcers to ensure the delivery of content into the game.

Creating game shaders and lighting, memory and performance testing and content optimization, debugging of art and graphics issues and general problem solving.

## Highlights

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### **CG Supervisor (Electronic Arts, Tiburon) November 2012 – current**

- Rory McIlroy PGA Tour (XBoxOne, PS4)
- Madden NFL 25 (XBoxOne, PS4)
- Tiger Woods PGA Tour '14 (Xbox 360, PS3)
- Tiger Woods PGA Tour '13 (Xbox 360, PS3)

### **Senior Technical Artist (Electronic Arts, Tiburon) October 2008 – October 2012**

- Tiger Woods Online (PC)
- Tiger Woods PGA Tour '12 (PC)
- Tiger Woods PGA Tour '11 (Xbox 360, PS3)
- Tiger Woods PGA Tour '10 (Xbox 360, PS3)

### **Technical Artist (Electronic Arts, Tiburon) April 2005 – September 2008**

- Tiger Woods PGA Tour '09 (Xbox 360, PS3)
- Tiger Woods PGA Tour '08 (Xbox 360, PS3)
- Superman Returns (Xbox 360, Xbox, PS2)

### **Technical Art Intern (Electronic Arts, Tiburon) January 2005 - March 2005**

- Madden NFL '06 (Xbox 360)

## Skills

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### **Graphics and Content:**

Frostbite(internal game engine to EA), Maya, 3D Studio Max, Unity, Unreal, FX Composer, Rendermonkey, Terragen, Adobe Photoshop, Adobe Illustrator, Adobe Flash, AutoCAD 2000, Pro-Engineer 2001, debugging and performance capture tools like PIX and Razor

### **Programming:**

C, C++, C#, HLSL, MEL Scripting and the Maya API, Visual Basic, Javascript, HTML, Flash Actionscript

### **Others:**

Source control packages like Perforce, Sourcesafe and Alienbrain

## Education

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### **Master of Entertainment Technology: Aug 2003 – May 2005**

Entertainment Technology Center, Carnegie Mellon University (Pittsburgh, PA)

### **Bachelor of Engineering, Mechanical Engineering: Aug 1999 – May 2003**

Elective: Computer Aided Design and Mechanics

Nirma Institute of Technology, Gujarat University (Ahmedabad, India)