

# Uttej Kuruma

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## EDUCATION

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**Birla Institute of Technology and Sciences**

*B.E. Civil Engineering*

**Hyderabad, India**

*Graduation Date: May 2023*

## WORK EXPERIENCE

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**LTI Mindtree**

*Environment Artist*

**Mumbai, India**

*Jul 2022 - Dec 2022*

- Built an end-to-end VR system for interpersonal and mass communication primarily targeted towards virtual learning and classroom environments
- Used Blender for 3D asset modelling and Unreal Engine 5 to build the virtual world
- Optimized the networking to focus on multiuser interactions and targeted the rendering towards lower end hardware typically associated with students

## PROJECT EXPERIENCE

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### *Sci-fi Lab*

- A recreation of Harry's scene from the end of spiderman 2018, meant for lighting experiments in Blender.
- A character is in a lab container, filled with a mysterious fluid, set in a futuristic science lab.
- The entire scene was modelled, textured and worked on within blender, the character generated using MB-Lab.
- Created 3 lighting scenarios, a bright and properly lit scene with a Neutral tone, a dark and saturated red lighting scenario with a Dark helpless tone, and a darker scene with god rays and proper lighting with a tone of Hope.
- Full use of emissive materials instead of light objects in blender.

### *Game Mechanics*

- A recreation of the most popular game mechanics: grapple hook and wall run.
- The scene was blocked out within Unreal Engine using the cube grid feature.
- Used unreal's native blueprint system to achieve the results and added both the above features to a parkour component class to make sure the functions can be reused.

### *Lake Side*

- A recreation of a scene found on the internet.
- Used MB-Labs to create the character, and modelled the rest of the environment and the character's clothes in blender.
- Scene consists of a character holding a torch standing on the edge of a small bridge leading to lake. All the materials for the wood, water, volumetrics, other than the character are custom made in blender.

### *Magnifying lens*

- A project made to explore the idea of creating amazingly realistic scenes using minimum geometry (polygons).
- The scene consists of a magnifying glass held over a newspaper focusing on an arbitrary location.
- The magnifying glass, the table, and the newspaper were all made and textured in blender.

## EDUCATION

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**BIRLA INSTITUTE OF TECHNOLOGY AND SCIENCES, PILANI**

*B.E. CIVIL ENGINEERING*

**HYDERABAD, INDIA**

*Graduation Date: May 2023*

## SKILLS & INTERESTS

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**Skills:** Blender, Houdini, Maya, 3DSMAX, Unreal Engine, Game Design and Development, StaadPRO, AutoCAD, Revit Architecture, Photoshop, Illustrator, AfterEffects, Premiere Pro, DaVinci Resolve, Twinmotion, C Programming, C++, Python, HTML + CSS, JavaScript, OpenCV, Tensorflow

**Interests:** 3D Art, Game Environment Design and Development, 2D Art