

- Objective** Dedicated individual seeking full time position as an animator, rigger or software developer in professional working environment. My education in computer science followed by animation gives me the skills and confidence to work in either of these fields.
- Education** **Master of Arts in Animation** \_\_\_\_\_ Jan. 08 - Nov. 09  
Savannah College of Arts and Design (SCAD), Savannah, GA  
Main Courses:  
// Facial Set-up and Animation, Character Set-up and Animation  
// 3-D Character Animation, Animation Aesthetics and Practices
- Bachelor of Engineering in Computer Engineering** \_\_\_\_\_ Aug. 00 - Sep. 04  
Nirma Institute of Technology, Amdavad, India  
Main Courses:  
// Data Structures and Algorithms, C/C++, Object Oriented Programming  
// Computer Graphics, Image Processing, Microprocessors
- Experience** **Freelancing** \_\_\_\_\_ Oct. 07 - Sep. 09  
// Worked on interactive flash video players for bloggingheads.tv  
// Designed and developed online interactive TV application with CMS
- E-Infochips Ltd, Amdavad, India** \_\_\_\_\_ Apr. 05 - Jul. 06  
Module Leader  
// Led Flash development team for PolyVision's collaboration tool named Thunder  
// Responsible for client & server side software architecture design and development
- Independent Projects** \_\_\_\_\_ 2004-2005  
// Designed and developed interactive websites, portfolios and games  
// Created animations for web and graphics for GUI
- Skills** // Character Rigging and Deformations, Maya Architecture & Plug-in, 3D Studio Max  
// MEL, VC++, Flash Action Script, PHP, XML, ASP, CSS, Quick learner of new languages  
// Strong data structure concepts, Problem solving, Object oriented coding  
// Very good drafting and presentation ability
- Awards** // Academic Honors Fellowship for M.A. in Animation at Savannah College of Art & Design
- Reels** <http://maulik13.com/html/demoreel.html>
- References** Available upon request