



DHARMA TEJA REDDY KASA

SOFTWARE DEVELOPER / TECHNICAL ARTIST

I'm a tech enthusiast and storyteller with over 9 years of experience in software development, specializing in Film & Game technology. I've had the privilege of contributing to projects such as **Battlefield Mobile** and **Real Racing 3** as a Technical Artist (Tools Programmer) at EA, as well as working on Hollywood blockbusters like **The Lion King (2019)** as a Virtual Production Developer.



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dharmas-cv.web.app

TECHNICAL SKILLS

- Python (Pipeline Development)
- Unreal Engine (Blueprints & C++)
- Unity 3D (C#)
- Electron JS + React JS (Standalone App Development)
- DCC Scripting/Add on Development (Blender's bpy, Maya's pymel, Adobe's UXP for Photoshop etc.,)
- Exposure to Machine Learning basics

GAMES I WORKED ON



REAL RACING 3
July 2023 - Present
Technical Artist (Tools Programming)



BATTLEFIELD MOBILE
July 2021 - Jan 2023
Technical Artist (Unreal Engine 4)

EXPERIENCE

ELECTRONIC ARTS, HYDERABAD

Technical Artist II (Tools Programming)
July 2021 - Present

Real Racing 3, Slingshot Studios

- Streamlining Art Pipeline by creating workflow tools
 - Photoshop exporter - A PyQt app and UXP based plugin to export art into the game resources
 - Auto config generator for art integration
- Integrating Art into the game and responsible for all Art related bug triaging & fixing

Battlefield Mobile, Industrial Toys

- Was part of Incubation team and contributed to a game mode in the game.
- Held a range of responsibilities which comprised
 - UI Feature & Layout Implementation in UMG
 - Authoring Shaders using UE4 Material Editor
 - Collaborating on core codebase for feature integration
- Between Battlefield Mobile & RR3, I contributed to **UFC 2, Covet Fashion** for their urgent requirements

INDEPENDENT CONTENT CREATION, ANANTAPUR

Content Creator & Pipeline Developer
Feb 2020 - July 2021

Career break for family caregiving; utilized free time for creative projects: Produced short films, developed pipelines, and created games.

- Created custom pipeline tools to simplify animated short film production. See them in action in this showcase (<http://bit.ly/dharmas-dev-reel-2021>)
- Completed 2 animated short films with my custom pipeline tools. Watch them in this YouTube playlist (<http://bit.ly/dharmas-short-films>)

MY FILM CREDITS



THE LION KING

2019

Virtual Production Developer



THE YIN-YONG MASTER

2020

Pipeline Technical Director

EDUCATION

BACHELOR OF TECHNOLOGY

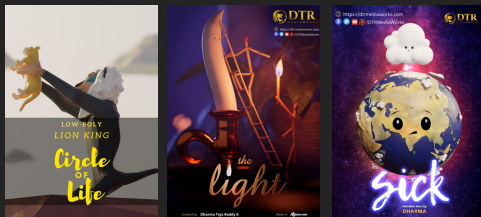
AITS Rajampeta

2011 - 2015

PERSONAL SHORT FILM PROJECTS

The skills I employ in creating these short films are directly applicable to my professional skill set:

<http://bit.ly/dharmas-short-films>



QUICK VIDEO LINKS

- Using face performance capture to make CG character lively:

<https://youtu.be/v2c-9nu8JXA>

- Pipeline Development Showcase:

<http://bit.ly/dharmas-dev-reel-2021>

- aniFace Proof of Concept (2018):

<https://youtu.be/WhB8xHXeWWk>

TAU FILMS INDIA PVT LTD, HYDERABAD

Pipeline Technical Director

April 2019 - January 2020

- Responsible for developing studios pipeline features (python) to enable artists to work from remote, cross studio locations.
- Responsible for creating front-end of the website for production assets sharing with other studios (React JS)
- Contributed to The Yin-Yang Master: Dream of Eternity

MOVING PICTURE COMPANY (MPC FILM), BANGALORE

Virtual Production Developer (Unity 3D)

May 2017 - March 2019

- Proudly contributed to **The Lion King (2019)** as a Virtual Production Developer, marking my first Hollywood credit.
- Created numerous VR tools in Unity 3D for MPC's Genesis Platform, utilized in Hollywood movie productions.
- Solid VFX Pipeline knowledge and tool development for artists.
- Created networked tools for simultaneous virtual set collaboration among film crew.

KONY INDIA PVT LTD, HYDERABAD

Software Development Engineer

July 2015 - March 2017

- Rapid mobile application development using Kony platform and delivering high-quality apps on time (JavaScript)
- Worked on End-End scenarios of modules (UI design to backend integration)
- Developed tools to save development time by automating some workflows

HOBBIES & PERSONAL INTERESTS

- Passionate storyteller who leverages filmmaking as a medium for narrative expression.
- I utilize my technical expertise to optimize the artistic production process.
- I like outdoor and sports activities, which not only bring me joy but also provide opportunities for socializing