Mrigangka Lahon

Technical Artist

Jorhat, Assam, India
mrigangkalahon18@gmail.com
megaloart.com/

Work experience

February 2022

3D Technical Artist

Stratton Studios/Optimal Virtual Employee, Remote

Creating VFX for TCG World

February 2022 - January 2023

Junior Technical Artist

Pole To Win, India

- Tested, integrated animation rigs, and implemented state machines.
- Created an export tool for checking animation rigs, model transforms, LOD groups, UV, etc before exporting in Maya.
- Created VFX and shaders, optimizing the same for mobile.
- Created a tool for making texture Atlases in PyQt, XML, and C#.
- Worked on UI asset integration, animation, and UI implementation in Unity.

May 2021 - February 2022

Technical Artist

Eighty Eight Pictures, India

- integrated and tested animation rigs into Unity from Maya.
- Prototyped animations and implementation.
- Created shaders in Shader-Graph for VFX in the Shuriken particle system.
- Built tools for level creation and asset placement.

October 2021 - April 2022

Associate Technical Artist

Gameberry Labs, India

- Worked on UI asset integration, animation, and UI implementation in Cocos.

Skills

Game Engine — 9
Unity and Unreal

Programming — 9
C#, MEL, Python, PyQt, PyMEL

DCC Tools Creation — 9
Creating tools for DCC application like Maya, photoshop and Unity

3D Animation and Rigging — 9
Keyframe character animation and rigging in Maya.

Shaders and VFX — 7
Shader graph and Particle system.

2D and 3D content creation — 7
Photoshop, Maya, Blender,

UI/UX Integration — 8
UI integration and prototyping in Unity and Unreal.

Version Control — 8
Git, Github, Gitlab, Sourcetree, Plastic SCM

Education

BSc In Animation and Multimedia

Maharishi University of Information Technology, Noida

Personal Projects

- Auto Rigger and various tools in Maya.
- Motion Matching In Unity - Locomotion with motion matching plugin and AI-generated animations.
- Atlas Maker For Unity - Texture Atlas creation tool in PyQT.
- Procedural Animation.
- Dynamic Foot IK.

- Built tools for visualizing dice animation visualization for artists in Unity.

Links and Portfolio

- Portfolio
    - megaloart.com
- YouTube
    - https://www.youtube.com/playlist?list=PLLV3t0SAn7EZQIZeyC4oEVMejGpnjCfg-