



KARTIKAY KINI

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OBJECTIVE

My ultimate objective is to tell stories in whatever medium possible, and am currently searching for an internship to gain work experience and improve my skills.

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY; ATLANTA, GA --- 2013-2017 (PROJECTED)

- 3rd Year Bachelor of Science, Computational Media: People and Game Studies — 3.39 GPA
- Awarded Outstanding College of Computing Freshman 2013
- Deans List every semester thus far

SKILLS

PROGRAMMING

- C# .NET framework or Unity3D API
- Some C++
- Java
- C

SOFTWARE

- Filmmaking: Final Cut Pro, Apple Motion, Apple Color
- Adobe: After Effects, Photoshop
- Video Game Design: Unity3D, UE4, Autodesk Maya, CryEngine 4

COMMUNICATION

- Languages: English and Hindi fluently, conversational Spanish
- Lead role in 6 drama productions
- Producer/actor/director of multiple short films
- Producer of 2 personal video game projects (with teams of 15+)

MEDIA PRODUCTION

- 3D: Modeling, Animation, Rendering
- Design: Mockups in Photoshop, GUI, UX, Posters, texturing, painting
- Video: Advanced Visual Effects, Advanced Film Editing, Photography, Cinematography

PROJECTS/ACTIVITES

FILMMAKING

Worked on 20+ short films out of personal interest, competed in International Student Media Festival (Placed: Judges Favorite), Thespian Film Festival (Rated: Excellent), Georgia Tech Campus Movie Fest (Placed: 2nd Place), and have worked professionally making infomercials for Georgia Tech.

GEORGIA TECH VIDEO GAME DEVELOPMENT CLUB

Credited for working on six video games, doing UI, back-end game systems programming, level design, 3D modeling, animating, and directing. Currently vice president. Have completed and directed one game and currently directing 2nd game.

WORK EXPERIENCE

OFFICE OF INFORMATION TECHNOLOGY VIDEOGRAPHER — JANUARY 2014 - CURRENT

Currently working as a videographer for an office at Georgia Tech, filming and producing a series of informational and promotional videos.

ID TECH CAMP INSTRUCTOR — MAY 2014 - JULY 2014 & MAY 2015 - JULY 2015

Worked at a summer tech camp teaching high schoolers and middle schoolers programming, game design and filmmaking. Also a camp counselor position. Promoted to Lead Instructor the following year

LEADERSHIP

OFFICER FOR VGDEV

Designed and distributed promotional material for the video game development club at Georgia Tech. Elected also as VP after having served as PR for two semesters. Currently plan guest talks, organize other project leads and distribute work among club members.

OFFICER FOR TFX

Vice President of the visual effects and animation club at Georgia Tech. Lead meetings, organize events and distribute posters and other promotional material.

PROJECT LEAD

Leading a team of 15+ developers to make video games for VGDev, involves scheduling and leading meetings, distributing work, training, and management. Completed 1 game, currently directing 2nd.

UNDERGRAD COUNCIL / CM AMBASSADORS

Member of undergrad council, planning events for College of Computing. Secretary of CM Ambassadors, planning events for Computational Media majors.