

Gautam Rangan

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Education

Bachelor of Arts in Art History and Integrative Biology

Fall 2001 through Fall 2005 University of California Berkeley

M.F.A. Design Media Arts

Fall 2008 through Spring 2010 University of California Los Angeles

Experience

Architectural Illustration and Animation

WET Design Los Angeles, CA June 2012 to present

- create illustrations and animations for print and digital proposals.

Interaction Design: Facebook *"Timeline Hallway"*

Facebook/Lumens Los Angeles, CA and NYC February 2012

- prototype and build an interactive installation displayed at Facebook Marketing Convention in NYC

Interaction Design: Sephora *"Sensorium"*

Department of the 4th Dimension/Sephora Los Angeles, CA September 2011 to October 2011

- prototype and build an interactive installation for a pop-up museum in New York.

3D Design/Product Rendering

NextGen Aeronautics Torrance, CA December 2010 to April 2011

- model and render products for product proposals.

3D Modeling/Illustration

TVMJ Productions, Los Angeles, CA December 2010 to April 2011

- create and render 3D models for illustration

Animation and Concept Work for Playstation 3 Title *"The Unfinished Swan"*

Giant Sparrow, September 2010 to November 2010

- generate concept art, 3D animation and models

Designer/Programmer: *"DarkGame"* + *"Hox Zodiac"*

UCLA Art|Sci Center & UCLA Game Lab September 2008 to October 2010

- prototype and build an interactive installation for the UCLA Art|Sci Center.

Designer/Programmer: *Games For Gait and Balance*

UCSF Baker Center For Wellness and Red Hill Studios, SF, CA 2007-2008

- prototype game ideas intended for use as physical therapy aid for Parkinson's disease patients

Lead Animator: Discovery Channel Documentary *"Exploring Time"*

Redhill Studios, Larkspur, CA Apr 2006 to Jan 2007

- researched, storyboarded and animated several scenes in Maya covering a wide range of topics

Educational Animator

University of California Berkeley June 2003 to Jan 2006

- created animations for 11 scientists in the fields of biology, chemistry, paleontology, physics and nanotechnology

Software Skills

- Autodesk Maya and M.E.L. scripting, •Pixologic Zbrush, •Adobe Photoshop, •Adobe After Effects, •Unity3D Engine •JavaScript
- Gamebryo Engine •Motion Builder, •Roadkill, •Flash, •Smedge (render farm manager), •Adobe Illustrator •Java/OpenGL •Processing

Awards

2011-12 *Lucid Dreams* interactive installation is awarded a Gold Pencil at the One Show Design Awards, an In-Book Slice at the D&AD professional awards, a Notable Mention in Interaction for the Core 77 International Design Awards, recognition for Spatial Design at the AICP Next Show, and nominated for a Technological Breakthrough at the FiFi awards.

2009-2010 "One" receives Japan Media Arts Festival Jury Recommendation and is a semi-finalist in the Adobe Design awards..

2009 UCLA Dean's Office Scholarship, University Fellowship.

2008 UCLA: Regent's Fellowship.

2005 UC Berkeley : Center for Integrated NanoTechnology Student Research Grant

2003 UC Berkeley : University Research Apprenticeship.

Television

2009 work on physical therapy games with UCSF on ABC 7 news

2008 Animation for Cytograft Tissue Engineering on CBS News

2007 "Exploring Time" aired on Discovery Science Channel

Gallery

2012 Interactive work "Timeline Hallway" opens for Facebook in the New York Natural History Museum on Feb. 29th.

2011 Interactive work "Lucid Dreams" opens for Sephora in Manhattan on October 3rd.

2010 Interactive work "One" shown in the exhibition "Inspace Gallery's 1st Birthday." in Edinburgh, Scotland and INDAF in Korea.

2009 "One" shown at the "Inspace" Gallery at the University of Edinburgh in Scotland.

2009 "One" featured in the Siggraph "Biologic" Art Gallery

2009 Hox Zodiac shown at the 2009 Shanghai International Science & Art Exhibition

2009 Personal Exhibition "Tale of the Anklet" at UCLA. including games and illustration.

2005 "Wings of Autumn" featured in Orinda Film Festival, categories Animation and Short Film

2005 "Wings of Autumn" featured in Film and Video Makers at Cal 2005: Radical Drifts UC Berkeley

2004 "Autocell" (3mins) shown at Bateson Memorial Conference, Lawrence Hall of Science, Berkeley, CA

2004 "Wings of Autumn"(3mins) and "Autocell" shown in MusiCollage at Center for Music Research Stanford University

Publication

2010 Étapes #183, interview with Peter Lunenfeld by Diana Mesa, featuring "Durga" Interactive Installation.

2007 graphic for Bertozzi group paper "Nano Needle Delivers" in the What's Next Spring 2007 Annual Report Howard Hughes Medical Institute Press

2006 graphic for Terrence Deacon's paper "Reciprocal Linkage between Self-organizing Processes is Sufficient for Self-reproduction and Evolvability" in Biological Theory spring 2006 MIT Press

2006 reconstruction of Revueltosaurus appeared in "Fossil rocks dinosaur tree.Herbivorous crocodile? Maybe." The Graduate Magazine, Spring 2006 University Press.,

Teaching

Guest Lecturer "Drawing" USF Fall 2012 & "Digital Literacy" USF Fall 2011

Teacher's Assistant U.C.L.A. Department of Design Media Arts Fall 2008 through Spring 2010

• assisted course instruction for coursework including *motion*, *gaming*, and *form*, and *drawing*

Scripting Tutor Academy of Art S.F., CA Aug 2007- Feb 2008

• guide students during weekly one-on-one sessions centered around MEL scripting and user interface.

Guest Lecturer CNM Advanced digital animation UC Berkeley: Spring 2006