

Ajit Christopher D'Monte

Programmer

Contact

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fblah.com

Education

Bachelor of Engineering
Computer Science and Engineering
Anna University
Chennai, India
GPA: 7.63 • First Class

Thesis: *Toolkit for Real-time Web
Based Node.JS Applications*

Key Skills

Unreal Engine
Unity
C/C++
Python
JavaScript
WebGL
MongoDB
Blender

Adept Unreal Engine generalist, contributing on UE Marketplace, developing plugins, workflows and tutorials. Intermediate Blender user developing addons and tools for the same. Familiar with Web Technologies like MEAN stack. Comfortable working either alone or as part of a team.

Birth Year: 1994

Experience

Apr 17 – Current

Freelancer Dev • Kadamba Technologies Pvt. Ltd., MCM Infrastructure Pvt. Ltd., Vivanox, Amatrol, Dudenstein, South Broadway
Architectural Visualization, 2D/3D products, e-learning, simulation, games using Unreal Engine and Unity.

Aug 16 – Jan 17

Technical Consultant • One Cipher

Developed backend restful services, driver attendance system, route match algorithm, fares and payroll for VROOM, a delivery app.

Jan 16 – Mar 16

Technical Consultant • Origin learning

Authored labs for AWS Services Boto3, Kinesis, EC2, S3.

FOSS Contributions

[GitHub.com/fBlah](https://github.com/fBlah)

- Animation Mirroring Nodes for UE4 Anim graph.
- FOSS Character Creation workflow with Blender for UE4.
- Shapekey/morph target transfer tool for Blender.

Miscellaneous

- [UE4 Marketplace Contributor](#)
- [UE4 and Blender Tutorials on YouTube](#)
- [Link to YouTube UE4 Showreel](#)