



PATEN RAJA

GAMEPLAY AND TECHNICAL ANIMATOR

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SPECIALIZATION

Technical Animation
Gameplay Animation
Gameplay Animation Systems
Animation Pipeline, Tools Development
Animation Debugging
Motion Capture & Retargeting

UNREAL ENGINE

Animation Blueprints
State Machines
Character Blueprints
NPC Animation Systems
Linked Animation Layers
IK Rig / IK Retargeter
Control Rig Systems
Motion Matching, Motion Warping
Smart Objects
Live Link, Take Recorder
Animation Debugging & Optimization

APPLICATIONS

Maya, Motionbuilder, Keyshot, Fuse
Flash, AE, Premier Pro, Photoshop.
RAGE Engine, Unity Engine

SCRIPTING

C, C++, Python, Mel, .Net

WORK EXPERIENCE

11+ Fantastic Years

Mar 2022 – Present: 2K Games

As a Senior Technical/Gameplay Animator, Developing and implementing Unreal Engine 5 gameplay animation systems, Animation Blueprints, state machines, locomotion, retargeting and mocap workflows. Building animation debugging systems, Maya/Python exporter tools and pipeline automation, including Mocap-Unreal Live Link real-time retargeting to control rig. Contributed to Firaxis/XCOM, Mafia: The Old Country and Project ETHOS.

Oct 2021 – Mar 2022: Klang Games

Freelance Senior Animator for SEED game, Created gameplay animations.

Aug 2019 – Aug 2021: Realworld One

Senior Character Animator for VR games, Player Interactions, Animation implementation and Testing in unreal.

July 2017 – July 2019: Rockstar Games

Worked in AAA Title Games - RedDead Redemption 2, RDR Online, GTA online Character Animator for Gameplay, Mechanics, Interactions and Tagging Testing

July 2017 – Dec 2017: Technicolor India

Gameplay Animator for Rockstar Dedicated Unit

Jan 2016 – Jun 2017: Vinformax

Character Animator for Yoho and his friends (English, Russian TV Series), Nanobix (IP – Screened in MIPCOM, Cannes). 2d and 3d Animator for – V4Virat, Astra Force (Disney TV Series)

June 2015 – Jan 2016: Gusto Studios

Character and Prop Animator for FIX and FOXI (German TV Series) Bommi and Friends (Indian TV Series)

PIPELINE & TOOLS

Maya Animation Exporter Tools with P4 validations
FBX Pipeline Automation
Animation Validation Tools
Animation Debugging Systems
Mocap Batch Processing, Real-Time Live Retargeting to Control Rig
IK Retargeting Pipelines

EDUCATION

Bachelor of Engineering in Computer Science – Anna University, India
Advance Diploma in Animation and Film Making – Lovely Professional University, India

PERSONAL INFO

Gender – Male, Residence – USA, Nationality – Indian, DOB – 08.05.1991
Languages –English (Professional), Tamil (Mother Tongue)
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