



CHARACTER / GAMEPLAY ANIMATOR

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SPECIALIZATION

Animation
Rigging
Set Modelling
Film Making

APPLICATIONS

Maya, Motionbuilder, Keyshot, Fuse
Flash, AE, Premier Pro, Photoshop

GAME ENGINES

RAGE – Testing, Implementation
Unreal 4 – Blueprint, Level
sequencer

SCRIPTING

C, C++, Python, Mel, .Net
Hardware and Networking
Troubleshooting

WORK EXPERIENCE

6+ Fantastic Years

Aug 2019 – Present : 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)

EDUCATION

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

ACHIEVEMENTS

Rockstar Games gave me 4/5 rating for the performance during year 2018-2019

Autodesk Certified Professional in Maya – 2018

Vinformax gave me an Outstanding Performance Award in 2016

PERSONAL INFO

Gender – Male, Nationality – Indian, DOB – 08.05.1991

Languages – Tamil (Mother Tongue), English (Professional), Malayalam,
Kannada (Both Understandable)

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