

## WORK EXPERIENCE

### Sherawali - Mediente International Films — 2021 - Current

- Worked as Associate Director on the feature length film, was in charge of all animated aspects of the movie
- Ensured quality control over all animation assets while working closely with studio in Spain, to which work was outsourced
- Implemented a Blender Storyboard workflow, helping the director define his vision in a highly effective manner
- Functioned as Storyboard Director, spearheading the Storyboarding process and overseeing work of other Storyboard Artists
- Ensured all deadlines and expectations were met

### John's Interview - Capstone Project — 2019 - 2020

- Worked as an Animator, Storyboard artist and Revisionist
- Worked with the director and team of storyboard artists to problem solve and ideate.
- Revised storyboards on the film, re-timing and re-drawing storyboards to keep story coherent.
- Implemented the Agile system, greatly increasing team productivity metrics during a 6 month long period of remote work

### Harbinger of Spring — 2020

- Won Rookies 2020 Game of the Year: People's Choice Award
- Created several animation cycles for the multiplayer FPS game

### Search for the Gryphon VR — 2019

- Built an award-winning underwater themed Virtual Reality experience exhibited to over 400 people
- Worked on the project as Lead Animator, 3D Modeler and Conceptual Artist, ensuring smooth integration of all animation assets in-game
- Acquired a strong working knowledge of the VR pipeline for animation in Unreal Engine 4

### Systems Support Technician at SCAD — 2019 - 2020

- Troubleshooted problems on a multitude of 3D software packages such as Maya, zBrush, and Houdini
- Oversaw the maintenance, data migration, and imaging of 800+ computers in the building
- Provided on-site tech support to all students and teachers

### Graphic Design Intern at liveMint New Delhi, India — 2014

- Created several infographics for publication in the paper
- Acquired a comprehensive understanding of the Adobe Creative Suite

## Other Projects

In The Black - Impeller Studio	2020	3D Animator & Rigger
Sushi Ben VR	2019-2020	3D Game Animator
Jitterbugs	2019	3D Cinematic Animator
Woman on the Rock	2018	2D Animator

## SOFTWARE KNOWLEDGE

Storyboarding	3D Animation	Motion Capture	3D Modeling	CFX	Image Editing	Video
StoryboardPro Blender	Maya	Shogun Live/Post MotionBuilder	ZBrush Maya	Houdini	Photoshop Illustrator	Premiere Pro After Effects

## EDUCATION

- Savannah College of Art and Design, Savannah 2017 - May 2020  
Bachelor of Fine Arts in Animation
- Savannah College of Art and Design, Hong Kong 2016

## SOFT SKILLS

Fast Learner, Great at Providing and Receiving Constructive Criticism, Good Communicator, Articulate

## ACHIEVEMENTS

Winner of The Rookies 2020 Game of the Year: People's Choice Award

SCAD Academic Honors Scholarship  
SCAD Student Incentive Scholarship

Dean's Listings

Fall '19 Winter '18 Spring '17  
Fall '16