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## Resume

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### : Profile

- Aim to tell meaningful and entertaining stories and bring alive engaging characters.
- Over 15 years of experience in high end Feature and Cinematic animation as well as managing animation production from concept to completion.
- Versatile and adaptable skillset. Experience with a range of animation productions and styles.

### : Experience

Mar 2017 - present	<b>Cinematics Animator at Blizzard Entertainment.</b> ( Irvine, CA) Working on Cinematics for Blizzard properties such as Overwatch shorts and WOW cinematics.
Mar 2015 – Mar 2017	<b>Senior Animator (Cinematics) at Motiga.</b> (Seattle, WA) Creating Marketing videos for the cutting edge shooter MOBA, "GIGANTIC". Drove the production of several initiatives from Hero Featurettes on the web to Marketing trailers. Undertook project planning and delivery from pitching and concept development to final production within budget and on schedule.
Oct 2012 – Mar 2015	<b>Senior Animator (Cinematics) at Carbine Studios (NCSOFT).</b> (Aliso Viejo, CA) Created Marketing and In Game Cinematics for the AAA MMO game "WILDSTAR". Helped shape the workflow and pipeline and also acted as the Primary Animator on the "Wildstar Flicks". Worked on several in game cinematics as well with responsibilities ranging from concept, preproduction to final Animation.
Apr 2012 – Oct 2012	<b>Senior Animator at Deepblue Entertainment.</b> Fulfilled animation contracts at high quality on budget and on schedule.

Oct 2011 – Apr 2012	<b>Senior Animator (Cinematics) at Blizzard Entertainment.</b> (Irvine, CA) In-game cinematics for "STARCRAFT 2- Heart of the swarm"
May 2011 - Oct 2011	<b>Senior Animator at Deepblue Entertainment.</b> Contract Animation.
Nov 2008 - May 2011	<b>Animator at Sony Pictures Imageworks</b> (Albuquerque, NM) <ul style="list-style-type: none"> <li>- Green Lantern (2011) (Also worked on Layout and Previz)</li> <li>- Zookeeper (2010)</li> <li>- Cats and Dogs : The Revenge of Kitty Galore (2010)</li> <li>- G-force (2009)</li> </ul>
Jan 2005 - Nov 2008	<b>Faculty, Media Arts and Animation</b> at The Art Institute of Washington (Rosslyn, VA)
Sep 2004 - Nov 2004	<b>CG Artist/Animator at Shadedbox Animation,</b> (Pasadena, CA)
Jun 2004 - Aug 2004	<b>Intern at Vinton Studios/Laika</b> (Portland, OR). Worked on Storyboards, Character Designs, CG Art and Animation for a short film as part of an 8 student group selected from across the country.
Aug 2002 - May 2004	Technical Assistant at the Savannah College of Art and Design labs.
Dec 2000 - Jun 2002	Experience as an Architect at the following firms. Anandashrami Architects, Mayphil Architects, Iyer and Mahesh Architects - India.

## **: Education**

2009 June	Animation Training with Keith Lango
2008 March	Diploma in advanced studies in Character Animation at ANIMATIONMENTOR.COM
2004	MFA in Computer Art, Savannah College of Art and Design (SCAD). Savannah, GA
2000	B.Arch, College of Engineering. Trivandrum, India

## : Skills

Character Animation  
Team Leadership  
Layout and Previsualization,  
Modeling, Texturing, Lighting

Storyboarding, Conceptualization  
Presentation , Client Relations  
Proficient in MAYA, XSI,3DS Max and the  
Adobe Suite besides other platforms

## : Honors and Publications

Present	On the Advisory board at Mt SAC Perkins College.
Sep 2013	Interviewed by Animationinsider.com
Aug 2013	Published MAYA Expert tips in August 2013 issue of "3D Artist Magazine" – Imagine Publishing UK.
Nov 2010	<b>Sony Pictures Entertainment- Applause award</b> for "outstanding performance and lasting contribution, Demonstrating exceptional initiative and teamwork."
2008	Creator of Shortfilm "Last Supper" screened at various film festivals.
2008	<b>Mentors choice award</b> for the highest achievement in Character Animation awarded by Animationmentor.
2004	Instructor for student team Animated Project for US Fish and Wildlife. "The Teddy project". Award winner at Visually Wired Film Festival – Rosslyn, VA
2003	Work Published in textbooks – "Exploring 3D modeling with MAYA 7" and "Exploring 3D Animation with MAYA 7" written by Patricia Beckmann-Wells with Scott Wells and Phil young.
2003	Graduate Fellowship for Academic achievement and Excellence in Art and Design awarded by the Savannah College of Art and Design.
2001	Winning CG presentation for national Architectural design competition for the Largest IT park in South india at the time. (KINFRA) Cochin, India.
2001	Winning CG presentation for the design of the Kerala Institute of Travel and Tourism Headquarters. Trivandrum, India.
2000	Creative Director, Zonal convention of Student Architects – South India
1998	All India Design competition winner- Design of a Moon Base - conducted by the National Association of Students of Architecture.

