SM

Sreejith Mohan

3D Animator

sreejith.mohan@example.com
+91 95XXX XXX39
Thiruvananthapuram, Kerala
linkedin.com/in/sreejith-mohan-example
artstation.com/sreejith-mohan-example

SKILLS

Autodesk Maya · Blender · 3ds Max · MotionBuilder · Unity · Shotgrid · Adobe After Effects · ZBrush (basic)

CORE SKILLS

- Keyframe animation
- Body mechanics
- Lip-sync and acting
- Mocap clean-up
- Animation polish

LANGUAGES

English · Professional
Malayalam · Native
Tamil · Conversational
Hindi · Conversational

Personal statement

3D animator with 5 years of experience in character animation for children's animated series, game cinematics and TV commercials. Strong in Autodesk Maya keyframe animation, body mechanics and lip-sync, with working knowledge of Blender, MotionBuilder and Shotgrid-based studio pipelines.

Work experience

Senior 3D Animator · Anantha Animation Studios [illegible]d, Thiruvananthapuram — Aug 2023 – Present

- Animate 25 to 30 seconds of approved character animation a week for a 52-episode international preschool series.
- Achieved a first-pass director approval rate of about 80% across 140+ shots.
- Mentor 4 junior animators on blocking and polish and review their shots before supervisor rounds.
- Built a Maya pose library and facial picker shortcuts that save the team roughly 3 hours per episode.

3D Animator · Pixelgram VFX and Games, [illegible]abad — Jun 2021 – Jul 2023

- Animated player and NPC cycles, combat moves and cutscenes for 2 mobile games built in Unity.
- Cleaned up motion-capture data in MotionBuilder for 60+ cinematic shots.
- Created product animations for TV commercials for consumer electronics and paint brands.

Education

B.Sc. in Animation and Multimedia · Kerala Institute of [illegible]tion and Visual Effects, Thiruvananthapuram — 2018 – 2021
[illegible]: 78%

MakePerfectResume · Free