



PAVITRA SINHA

PRODUCTION COORDINATOR

CONTACT

✉ pavitra.animator@gmail.com

🌐 www.pavitrart.com

📍 Vancouver, BC

SKILLS

- Detail Oriented & Quick Learner
- Adaptable & Creative
- Mentor & Leader
- Collaboration & Communication
- Time Management & Organization
- Versatile & Sincere
- Experienced Animator with Industry expertise
- **Autodesk Maya, Flow Production Tracking; Adobe Studio, MS Office, ClickUp, Blender**

EDUCATION

- ★ *Award of Achievement in Production for Animation & Vfx*
Vancouver Community College
Jan 2024 - April 2024
Completed courses in Production - Landscape, Management, Scheduling and Workforce Integration.
- ★ *Advanced Diploma in Digital Character Animation*
Vancouver Film School
June 2010 - Dec 2010
Created short film- "**Seed of Love**" & received Maya Certification for showcasing expertise.
- ★ *Advanced Diploma in 3D & Vfx*
Maya Academy of Advanced Cinematics
June 2009 - May 2010
Achieved **A-grade**, led student magazine initiative as Council President. Awarded "Best Event Manager" at "Srijan-2009".
- ★ *B-Tech in Information Technology*
North Maharashtra University
June 2005 - June 2009
Attained **Distinction**. Presented projects on Library Management, Automated Database Generator, Cryptography, Grid Computing.
Uni level Table Tennis player.



PROFILE

Experienced Animator, Writer, and Illustrator seeking production opportunities in Vancouver. Certified in Production for Animation & VFX, with over a decade of experience in the industry, including 6+ years as a 3D Animator. Worked in gaming, TV series, and AI learning. Experienced in project management, task delegation, scheduling, and facilitating seamless communication and organization. Ready to bring extensive animation expertise to production roles in diverse studio settings.



EXPERIENCE

➤ 3D Mocap/Animation Artist

Datagen Content Studio

Jan 2022 - July 2023

- Cleaned & animated Mocap data, aided in problem-solving & pipeline dev.
- Validated files for 40 animators & mentored 7 animators with diverse experiences.
- Managed schedules & ensured timely delivery.
- Improved project quality by 70% through rigorous validation processes.
- Handled documentation, created tutorials & in evaluated potential candidate tests
- Projects: **Home Security, In-Cabin, Fitness, Smart Office.**

➤ Freelance Illustrator, Writer & Animator

pavitrart.com

June 2015 - Jan 2022

- Explored various aspects of design, traditional and digital illustrations & delved into storytelling, along with 3D animation, and art direction. Authored and published a book of short stories accompanied by original illustrations.
- Exhibited artwork in galleries and participated in residencies worldwide, garnering media attention. Engaged in collaborative projects with international artists during residencies in Barcelona and Sri Lanka.
- Projects- **Vault in the Arid, Art for Art, Esse: poetry & illustrations**

➤ 3D Animator

Hungama Gameshastra

June 2014 - June 2015

- Responsible for gameplay, cinematic trailers, and UI animations
- Collaborated with programmers in Unity Engine implementation
- Animated for Hungama's mobile games including- **Asoka Samrat, Baby, Happy New Year, Kochadiyaan, Bhoothnath Returns, & Anjaan**

➤ 3D Animator

Gameshastra Solutions

Feb 2013 - June 2014

- Served as Gameplay and Cinematic Trailer Animator
- Managed in-game animations and Unity implementation with programmers.
- Projects - **Fish Pro, John Drag Race, Cartel Wars, Sholay, 24, Krrish, Animal Voyage, and for Gamechanger client**

➤ Junior Animator

Maya Digital Studios (Cosmos Maya)

Aug 2012 - Oct 2012

- Key-Frame Animator for Animated TV Series
- Created Layout, Acting, Crowd, Action and Lip Sync animations.
- Projects - **Motu Patlu, & The Centsibles.**

➤ Game Animator

Version 2 Games

Mar 2011 - Apr 2012

- Created gameplay & cinematic trailer anims for iOS mobile games & PS3 title.
- Projects - **Splash 3D, The Brutal Spy, The Umbrella Man (PS3)**