



PAVITRA SINHA

3D ANIMATOR

CONTACT

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- 🌐 www.pavitrart.com
- 📍 Vancouver, BC

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.

PROJECT LINKS

- pavitrart.com/animation-projects

PROFILE

I am an experienced 3D Animator, Writer, and Illustrator from Vancouver, BC, Canada holding PR Status. My most recent experience in Animation was as a 3D Mocap cleanup animator & mentor, where my role varied from mocap cleanup using human IK system in Maya and exporting it in Blender; Validating and fixing cleaned up files by 40 animators in my studio; to leading & mentoring new and experienced animators in my team.

I have over a decade of experience in the industry. In the gaming industry as a gameplay animator for PlayStation and on android & iOS mobile game platforms; on a couple of TV series; & in creation of synthetic data for AI learning.

As an illustrator/writer & a freelancer for my portfolio (pavitrart.com), I have worked with design, writing & Animation. I have also published two books. I am also certified in Production for Animation & VFX and experienced in project management, task delegation, scheduling, and facilitating seamless communication and organization and leading a team.

I aim to continue to add more skillsets and contribute to the animation industry by blending my artistic skills with my technical background in information technology engineering along with my problem solving skill & organizational skills.

EXPERIENCE

➤ 3D Mocap/Animation Artist

Datagen Content Studio

Jan 2022 - July 2023

- Cleaned & animated Mocap data created as synthetic data for Ai learning.
- Retargeted animation from Mocap fbx onto the hierarchy of project chars.
- Aided in problem-solving & pipeline development during integration in pipeline.
- Validated files for 40 animators before shipping it for QA in Blender.
- Mentored a team of 7 animators with diverse experiences.
- Managed schedules & ensured timely delivery for all four projects.
- Improved project quality by 70% through rigorous validation processes.
- Handled documentation & creation of tutorials for techniques associated with the use of Human IK (namely the use of effectors, blends, etc.)
- Evaluated potential candidates' tests during the hiring process.
- 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**
- Body of work - Website: <https://www.pavitrart.com>

➤ 3D Animator

Hungama Gameshastra

June 2014 - June 2015

- Responsible for gameplay, cinematic trailers, and UI animations
- Collaborated with programmers in Unity Engine for animation implementations
- Trouble shooting in Unity and Maya
- Animated for Hungama's mobile games based on for iOS and android platforms
- Projects - **Asoka Samrat, Baby, Happy New Year, Kochadiyaan, Bhoothnath Returns, & Anjaan**

SKILLS

★ **Soft Skills/ Industry Skills :**

- Detail Oriented & Quick Learner
- Adaptable & Creative
- Mentor & Leader
- Collaboration & Communication
- Time Management & Organization
- Versatile & Sincere
- Experienced Animator with Industry expertise
- Documentation skills
- Tutorial making & teaching skills

★ **Softwares :**

- Autodesk Maya, Flow Production Motion Builder, Tracking/Shotgrid, ClickUp, Blender, Unity, Confluence, Adobe suite.

★ **Programming Languages :**

- C/C++, Basics of Python, Basics of MEL, .Net, Visual basic, Qt designer, DBMS, SQL

★ **Animation Skills :**

- In-game Animation/ Gameplay Animation, Mocap Cleanup using Human IK, Cinematic & Trailer Animation, Layout Animation, Character Animation, Acting shots, Lip Sync Animation.
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➤ **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***

➤ **Script Writer, Animator & Project Manager**

Lylo Films

Nov 2012 - Jan 2013

- Worked as a freelance animator, project manager & script writer for "The Mighty Ox", a 3D Animated film based on the comic book with the same name written by Stanley N Lozowski
- Project - ***The Mighty Ox***

➤ **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)***