

# VINAYAK VENKATESH

## ANIMATOR

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### FISH FLIGHT ENTERTAINMENT

**CINEMATIC ANIMATOR** | October 2025 – Current

- Collaborated with the layout team to design and implement cinematic camera compositions, ensuring realistic movement and emotional resonance for high-fidelity AAA sequences.
- Refined cinematic sequences by seamlessly integrating motion capture data with hand-keyed animation to achieve a polish-level consistent with industry-leading titles.

**PROJECTS:** Undisclosed AAA game

### SPIN VFX

**ANIMATOR** | August 2021 – December 2023

- Created an animation setup for the 14 snakes on a head sequence in collaboration with the Animation Supervisor and Lead.
- Collaborated with Rigging and Hair and Fur departments to integrate snakes seamlessly on the head.
- Worked with mocap data including clean up and converting mocap data into cycles.
- Worked on creating various animation cycles including biped and creatures which were used in shows.
- Created animations various props and vehicles for Netflix shows.

**PROJECTS:** Ant-Man and the Wasp, The Umbrella Academy, Firestarter, Umma, Raise by Wolves, Monster High 1 and 2, Saving Bikini Bottom

### INDUSTRIAL BROTHERS

**SENIOR ANIMATOR** | January 2021 – August 2021

- Tackled challenging sequences like fight scenes involving multiple characters and creating workflows to manage these sequences efficiently.
- Led walk through sessions to train animators for using the animbot tool to aid in creating high detailed animations.
- Worked with the rigging team to enhance rigs, making them more efficient and user friendly for animators.

**PROJECTS:** Daniel Spellbound

### SNOWBALL STUDIOS

**SENIOR ANIMATOR** | November 2019 – January 2021

- Developed animation workflows to meet tight deadlines and assisted other animators in meeting their shot deadlines.
- Integrated animation tools into the pipeline to aid with animation shots and managing delivery for tight schedules in a timely manner.
- Tackled challenging animation shots on various sequences and developed a robust animation library for end users.

**PROJECTS:** Fancy Nancy

### JAM FILLED

**ANIMATOR** | August 2019 – November 2019

- Created and worked on challenging animation shot sequences efficiently and in a timely manner.
- Collaborated with the lead and supervisor to make sure the animations align with the creative visions.
- Developed animations for demanding shots on tight deadlines and managed delivery of multiple shot sequences with high level of detail.

**PROJECTS:** Rusty Rivets

### ICON CREATIVE

**ANIMATOR** | February 2019 – August 2019

- Delivered animation sequences with more than 6 characters with high level of details and in a timely manner.
- Developed animations for 14+ characters across several sequences and devised approval strategies with the supervisor and lead for efficient outputs.

**PROJECTS:** Super Monsters, Disney's Tots, The Descendants

**BARDEL ENTERTAINMENT****ANIMATOR** | August 2018 – December 2018

- Collaborated with Lead and Supervisor to deliver various animations shot sequences in a timely manner.
- Integrated animation scripts into the pipeline to enhance workflow efficiency.
- Delivered nearly 100 shots and worked on various dialogue-oriented animation shots.

**PROJECTS:** Cats 44, Troll Hunters, Blinky Bill**EDUCATION:**

- 3D Modeling and Visual effects Productions, Humber College, Toronto ON
- 3D Animation and Character Design, Fanshawe College, London ON
- Bachelor of Science, Thakur College, India