

SANI SPECTRA (SPECTRA)

3D Senior Cinematic Animator

(415)-240-2526

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<http://sanispectra.weebly.com/>

WORK EXPERIENCE

Jun 2019 - Present

UBISOFT / GamePlay / Facial Animator

Facial and acting choices. Clean up the mocap and add in the Key frame animation to enhance the performance.

Feb 2018 – August 2018

DIGITAL DOMAIN / *Senior Cinematic Animator*

Key Frame animation and motion capture for VR game along with body posture adjustments. Hand keyed hands, fingers and prop animation. Hand keyed facial animation. Idles poses for the characters.

Apr 2017 – Sep 2017

HEROMATION / *3D Character Animator and Layout*

Animation Tests and Freelance as a 3D animator on various Projects.

Feb 2017 – Mar 2017

HINTERLAND STUDIO INC. / *3D Character Animator*

Animated Cinematic Sequence for The Long Dark Game. The Long Dark is a thoughtful, exploration focused survival simulation set in the Northern wilderness.

May 2016 – Dec 2016

WHITE SPECTRUM STUDIOS / *Freelance 3D Character Animator*

Key frame character and object animation and camera animation.

Apr 2016 - Apr 2016

HECTIC DIGITAL, SAN FRANCISCO / *3D Animator*

Worked as 3D Animator and Camera animation on T-Mobile Commercial.

Sept 2015 - Mar 2016

SCEA ANIMATOR SAN DIEGO / *Cinematic Animator*

Cinematic character animator for Naughty Dog's title Uncharted 4. Cleaned motion capture data and added performance changes for Multiple cinematic scenes. Body posture adjustments. Hand keyed hands, fingers, and prop animation. Expression pushed for more emotion.

Apr 2015 - Apr 2015

GIANT ANIMATION STUDIOS, DUBLIN / *3D Animator*

Worked on Short film "Geist". Animated a shot and test shot. Hand key animation.

Sept 2014- March 2015

GIRL FRIDAY CREATIVE AGENCY, SAN FRANCISCO / 3D Animator

Worked on Advantageous (2015) Feature Film, Animated Drone's. Object animation.

Worked on Art School of Horrors (2015) Film as an 3D animator on Paper man Character. Hand key Animation along with the live Footage.

Jun 2014- Aug 2014

PIXAR ANIMATION STUDIOS, SAN FRANCISCO / Animation Intern

Twelve-week animation internship for Pixar Animation Studios. Worked with Toy story characters and hand key animation.

Feb 2013 to May 2014

Studio 400 A , SAN FRANCISCO

Concept artist and animator on the VFX short " Circl of life"

Feb 2012 to May 2012

Studio 400 A , SAN FRANCISCO

Animator and Producer on the VFX life action short film "War of Evolution"

SKILLS/ HIGHLIGHTS

- Proficient in Key frame character animation
- Proficient in Motion capture animation and motion capture clean-up animations
- Professional experience in film, videogames and television
- Layout and Camera Animation
- Strong observational, acting and timing skills
- Outstanding knowledge of animation principles, processes, and workflow
- Strong work ethic and attention to detail
- Excellent communications skills

SOFTWARE

- Maya, Presto, Motion Builder, Adobe Premier and After Effects, Photoshop

EDUCATION

2011-2014

Academy of Art University, San Francisco, CA, USA

M.F.A Animation & Visual Effects (3D Character Animation)

2006-2010

Jawaharlal Nehru Architecture and Fine Arts University, India

B.F.A / Primary focus: Painting

INTERESTS

-Painting, Photography, Movies, Playing Ukulele, Meditation

-Hiking, Gym, Weight training, Playing Basketball and Weight Training

REFERENCE

Michal Makarewicz

-Directing Animator/ Pixar Animation Studios

-Email : splinetamer@gmail.com

Corey Rosen

-Director of Creative Marketing / Tippett studio

- Email:Crosen@academyart.edu /415-531-9290