

Ankitha Krishnamoorthy

Character Animator/CG Generalist

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SKILLS AND SOFTWARE

Character Animator

(2016 - Present)

As part of undergraduate and graduate level courses:

- Created compelling 3D animation with an understanding of acting, appeal, entertainment, weight, locomotion, anatomy, and dialogue under tight deadlines;
- Planned shots with an understanding of story/character context.

CG Generalist

(2016 - Present)

As part of undergraduate and graduate level courses, developed a thorough understanding of the animation pipeline:

- Wrote stories and designed characters and concepts for the purpose of modeling, texturing and animating the respective stories;
- Rendered and composited sequences using render layers and AOVs with the help of Redshift and Nuke.

Software: Advanced Proficiency with Autodesk Maya, Arnold, Redshift, Zbrush, Substance Painter, Marvelous Designer, Nuke, Adobe Creative Suite: Adobe After Effects, Premiere, Illustrator, Indesign, Photoshop.

Coding: Basic Proficiency in Python, BASH, html, CSS.

PROJECT EXPERIENCE

CG Artist, School of Visual Arts, New York, NY

(2021 - 2022)

As a CG artist, modeled three characters in Zbrush and Maya with appropriate topology, and animated characters to be used in the production of two upperclassman thesis films under a time sensitive deadline.

Thesis Film, School of Visual Arts, New York, NY

(2022 - 2023)

- Modeled, Rigged, textured and lit the characters and environment models;
- Animated using animation principles and mechanics.

WORK EXPERIENCE

Summer Intern, NY Department of Citywide Administration Creative Services, New York, NY

(Jun 2022 - Sep 2023)

- Implemented design standards and created diverse print and digital media for DCAS and NYC agencies, using Adobe Creative Suite (Illustrator, Photoshop, InDesign).
- Designed, created, and animated 2D and 3D assets for a motion graphics promotional video, showcasing the capabilities of the DCAS Creative Services department, using Maya, After Effects and Redshift

A/V Lab Assistant, School of Visual Arts, New York, NY

(2022 - 2023)

- Responsible for the maintenance of audio-visual equipment in the sound studio under supervision;
- Shot and edited content for the department's events.

Film/Video Editor, Singapore First Aid Training Center, Singapore

(Jan 2021 - Jul 2021)

As a video editor, designed and created several online healthcare related courses under time-sensitive deadlines in a small team, executed the videos with motion graphics, footage and images using Adobe Creative Suite and Microsoft Office:

- Handled video equipment, lights and greenscreen to shoot demonstration videos for the courses;
- Organized and edited content and created motion graphics using the footage

AWARDS

Computer Arts Department award Visual Studies Best of Ringling

Fall 2021
Summer 2020

PERSONAL

- **Languages:** English, Hindi, Kannada
- **Hobbies:** Learning Korean, Mandarin Chinese, Personal Finance, Fitness

EDUCATION

School of Visual Arts

New York, NY

Master of Fine Arts in Computer Arts

Graduation: May 2023

Ringling College of Art and Design

Sarasota, FL

Bachelor of Arts in Visual Studies

Minor in Business of Art and Design

May 2020