



Harshal Yadav

Animation Filmmaker

Contact

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Portfolio

 dexshal.com

Profile

I'm an animation filmmaker who handles every stage of production, with my main forte in 3D animation. I've written, directed, and single-handedly animated two original 3D short films and am currently in production on a third. Passionate about storytelling through both film and games, I aim to create immersive, high-impact experiences.

Education

IDC, IIT Bombay

M.Des in Animation Film Design

2023 - 2025

SGSITS Indore

B.Tech in Biomedical Engineering

2019 - 2023

Key Skills

- Writer/Director
- 3D Animator & Generalist
- Visual Development
- Editing & Sound Design

Additional Skills

- Game Dev - Godot (learning)
- Unreal Engine Blueprints (learning)
- Mocap Cleanup
- ComfyUI

Work Experience

Folks VFX, Mumbai - Summer Intern

- I completed cross-department rotations (Compositing, CG, Paint, Camera Tracking, HR, Production) to master the studio pipeline
- I co-developed the animated short Arabhi handling script, visual development, storyboards, animatics, and 3D blocking.
- I also modeled a production-ready Indian Ghostbusters-style van and used ComfyUI (SDXL) to create custom AI models for rapid prop and environment concept generation.

Key Projects

Murkatta (Animated Short Film, November 2024)

Using Unreal Engine & Blender, I wrote, directed, and animated this thriller about two brothers who chase a lost cricket ball into an ancient ruin. Unknowingly, they awaken a dormant demon. Trapped in its deadly maze, they must overcome their fears and strengthen their bond to outwit the creature.

Centre Forward (Animated Short Film, April 2024)

My first film where I explored an athlete's mindset under pressure—capturing moments of doubt, self-belief, and resilience. Handled all production stages using Blender to become comfortable with 3D.

Dheemi Aanch (Animated Short Film, In progress)

A heartfelt story of a son's homecoming and his mother's hidden illness, exploring love and quiet sacrifice. Currently in production, experimenting a hand-painted, hybrid 2D-3D visual style; set to complete by June.