



# Shashi Prakash Rai

## Senior/Lead Animator

Bengaluru - INDIA

Innovative Gameplay & Cinematic animation artist, capable of creating complex combat to creative cinematic sequences. Excellent quality assurance, issue resolution and interpersonal communication skills. Highly effective at troubleshooting and supervising talented teams. Experience of 15+ years & specifically gaming animation with more than 9 years on multiple AAA game titles. Have been involved in Motion capture performance enhancement, high end key-frame animation for Cinematic, Game-play & finally testing it all in game engine. Knowledge of UE5, Blueprint, locomotion setup, Combat setup, Tracing, Meta Human, Weapon system, Aim offsets, Advance Locomotion System, UE Control Rig setup & animation, Rigid Body, Chaos setup & a lot of UE stuff that can help in game dev.

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● My Website - <https://animatorsgame.com> ● <https://vimeo.com/user16585710>

## SKILLS

Unreal Engine & Editor  
Game Play Animation  
Game Cinematic  
Hand Key Animation  
Motion capture  
Game Engine Integration  
Layout  
Facial

## PORTFOLIO

<https://vimeo.com/user16585710>

## SOFTWARE

Unreal Engine/Editor  
Autodesk Maya  
Autodesk Motion Builder  
Project Specific Engine  
3DS MAX

## PROJECTS

Flintlock : The Siege Of Dawn  
Gotham Knights (Animation Lead)  
Hogwarts Legacy (Animation Lead)  
NFS Payback  
God Of War 4  
Starlink: Battle of Altus  
Red Dead Redemption 2  
Call Of Duty-Black Ops 4  
Mortal Kombat 11  
Dorothy Of OZ (Movie)  
Planes (Movie)  
Planes : Fire & Rescue (Movie)  
Tinkerbell Series (DVD)

## WORK EXPERIENCE

### Torn Banner Studios, Toronto - Canada

#### Senior Animator

Currently Working [Remote from INDIA]

Working on gameplay for all on going projects ( **No More Room In Hell** & other unannounced projects ). It involves both first person & third person animations. From prototype to in game implementation, testing & troubleshooting using anim debugger.

### Free Range Games, Sausalito, California

#### Senior Game Animator [Combat]

10/2024 - 06/2025 [Remote from INDIA]

Worked on an unannounced awesome game as Combat Gameplay Animator. A top notch quality of work. Responsible for animation, in game testing & implementation in engine (UE5)

### Byzantian Interactive, Inc. Helsinki, Finland

#### Lead Animator & Founding Member

May - June 2024 [Remote from INDIA]

Worked on something big & exciting which is still under wrap.

Involved in creating a robust pipeline & workflow  
Created a solid team & taking care of animation quality, setting up benchmark, prototyping, rigging essentials & in game implementation.  
Worked on different aspects of game development.  
Explored Unreal Engine for overall game development.  
Executed R&D on Chaos, rigid body, meta human etc & getting quite proficient in almost all aspects of animation pipeline in unreal engine.

### A44 Games

#### Senior Game Animator

05/2021 - 02/2024, Wellington, NZ [Remote from INDIA]

GAME-PLAY- Worked as game play animator for upcoming game **Flintlock**. Responsible for proto typing to animation polish & then finally test in game as per game mechanics. Involved in creating Blend spaces, State Machine, Aim offsets, Montages, Blueprints & other gameplay related stuff.  
CINEMATIC - Worked on cinematic as well. Responsible for layout, blocking, animation, facial, mocap cleanup & enhancement. Finally implementing in game.

## ● ACCOMPLISHMENTS

- \* Received Best Team Lead award in 2019 in Technicolor
- \* Received Extra Miler award in 2018 in Technicolor.
- \* Received Star Performer award in 2016 in Technicolor.
- \* Selected to go for an onsite project to EA Guildford (UK)
- \* Selected for a certified one year New Management Orientation Program (NeMO 2.0). It involved around 30 half to full day session with HR, in house Managers & some external faculties. It even involved some practical sessions where i learned the different aspects of managing a team in efficient way. Certificate was provided on completion of the program.
- \* Created multiple training programs in Technicolor for new artists, which involved Games Pipeline intro, Motion Builder Training & Cinematography for game cinematic.
- \* Received Best Animator award of the year in Prana studios for working on feature film PLANES.

## ● LANGUAGES

English  
Bilingual Proficiency

Hindi  
Native or Bilingual Proficiency

### Technicolor India Pvt Ltd

#### Animation Team Lead

05/2015- 04/2021, Bengaluru, INDIA

Joined Technicolor Games as Senior Animator though i got responsibilities growing by very next year & got promoted to Team Lead in few years. Responsible for animating & managing the Cinematic & Game play for multiple AAA projects. Some cinematic projects

\*Gotham Knights (Animation Lead)

\*Hogwarts Legacy (Animation Lead)

\*NFS Payback, God Of War, Starlink: Battle of Altus & some yet to release projects.

GAME-PLAY - Involved in multiple AAA games game play where i managed the team to create in game loops & checking the loops in game engine. Few Game play projects -

\*Red Dead Redemption 2, Call Of Duty-Black Ops 4, Mortal Kombat 11

Facial - Involved in some facial cleanup & performance enhancement project. Software used- Faceware.

### Prana Studios

#### CG Artist

11/2010 - 06/2014, Mumbai, INDIA

I worked as 3D Animator on multiple internationally well known Feature films & DVD movies. Dorothy Of OZ, Planes, Planes : Fire & Rescue, Tinkerbell : Pixie Hollow Games, Tinkerbell : Secret Of The Wings, Tinkerbell : The Pirate Fairy, Tinkerbell & The Legend Of The NeverBeast

### Paprikaas Animation Studios

#### Animator

2008 - 2009, Bengaluru, INDIA

### DQ Entertainment

#### Junior Animator

2007 - 2008, Hyderabad, INDIA

## ● EDUCATION

### Animation Diploma

MAAC, New Delhi, INDIA

### B.Sc.

SSMRV College, Bengaluru, INDIA