



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 Sysytem, UE Control Rig setup & animation, Rigid Body, Chaos setup & a lot of UE stuff that can help in game dev.

● rai.hoaxter@gmail.com

● +91 886 119 6639

● www.linkedin.com/in/shashi-prakash-rai-21695b18

● 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**