



NIRMAL KUMAR

3D ANIMATOR

ABOUT ME

Hi I'm a guy who has 6 + years of production experience in animated Gaming projects, feature film projects, projects, and Advertisement projects • Worked as an animator, motion capture actor , and staging artist.

And Experience of Artist in CryEngine And unreal gaming projects as well as handled 3d low poly asset development to implementation and look development .

Over 2 Year of Managing (5 members) team. As a Team lead experience. Experience in working in team and handling projects as a Team Leader as well as experience in taking direction from directors and clients.

A thorough understanding of full Gaming, CG animation, VFX pipeline and the processes involved from the conceptual phase to implementation in software's like Maya ,AE, premier pro, motion builder, CryEngine, unreal engine .

EDUCATION

1999-2012 Government High school .
Higher secondary, Secondary
Education

2011-2014 Hayagriva polytechnic collage/
Diploma in civil engineering

WORK EXPERIENCES

2014-2016 poclain-hydraulics India \ Pondicherry
3D modeler and infrastructure manager
Supported as 3d molder to make a exact model of the
company .
supported as a infrastructure supervisor and junior engineer .
Creating 2d planes for the building and supervising .

2016-2019 sai pvt ,Ltd.. \ Pondicherry
3d Animator, scene developer & mocap cleanup artist
Supported as lead Animators by Creating good quality
animation, And mocap cleanup for biped characters. Creating
realistic scene (Environments) as per clients requirements (by
using cry engine). Worked on motion capture for develop the
quality of animation As a Motion capture actor.

2019-2022 Thudd creation LLC \ California, united states .
(REMOTE) 3D Animator .
working as 3d animator on good quality key animation and mocap
cleaning quadruped & biped characters (using Maya, Motion
builder, Rokoko) . Creating content for kids YouTube channel
Worked collaboratively with teams to create 3d animation
contents. Creating high quality 3d still and animations based as
per clients plans requirements. Manage the project form all
departments to keep the good work flow smooth . Brought forth
visual and analytical innovation and problem - solving in 3D
dimensional spaces

2022-2024 Freelancer 3d Generalist
Supported as lead Animators by Creating good quality
animation, And mocap cleanup for biped characters. Creating
realistic scene (Environments) as per clients requirements (by
using cry engine). Worked on motion capture for develop the
quality of animation As a Motion capture actor.



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[https://youtu.be/vKWOzVS2fm8?
si=3jZgyj72Jh54d1_U](https://youtu.be/vKWOzVS2fm8?si=3jZgyj72Jh54d1_U)

LANGUAGES

English
Tamil

SKILLS

- Animation
- probe modeling
- Lighting Rendering
- Motion capture acting
- Work flow management
- * Motion capture cleanup

SOFTWARE

- Maya
- Blender
- Motion Builder
- Unreal engine
- Cry engine
- Adobe Photoshop
- Adobe Premiere Pro
- Rivet
- Autocad