

Krupa Patel

3D Character Animator

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SUMMARY:

Character Animator with strong experience bringing personality and clarity to 3D characters. Proficient across the animation pipeline, from rough storyboards to final performance. Highly organized, deadline-driven, and collaborative, with a strong command of Maya, Unreal Engine, Syncsketch and Adobe Creative Suite. Communicates visually with clarity and incorporates feedback efficiently to deliver polished, engaging animations.

PROFESSIONAL EXPERIENCE:

P3 Labs - 3D Character Animator

May 2025 - Present

- Created high-quality, realistic character animations that convey authentic human emotion and subtlety, bringing characters to life for digital experiences.
- Used Maya and Advanced Skeleton to craft nuanced performances with accurate body mechanics and facial movement.
- Helped bridge the Maya-to-Unreal Engine workflow, ensuring seamless integration of character rigs and animations in a real-time pipeline.
- Shot and edited personal reference videos to inform grounded character motion and subtle facial expressions.

Integrated feedback from directors quickly and accurately to meet evolving shot notes and their vision.

Diaspora Games - Gameplay Animator

January 2025 - April 2025

- Responsible for creating first and third-person shooter, and elemental ability animations in Maya for Unreal Engine.
- Efficiently utilized Maya to Unreal Engine workflow to create, refine, and export animations for integration into the game engine.
- Developed fluid, realistic animations that enhance player experience and gameplay dynamics.

Conducted testing and optimization of my animations within Unreal Engine to ensure smooth transitions, performance, and compatibility in the game.

EDUCATION:

GNOMON SCHOOL OF VISUAL EFFECTS

[BEA in Digital Production] - [3D Character Animation]

Los Angeles, CA

2021-2024

PORTFOLIO WORK - [HTTPS://WWW.KRUPAPATEL.ART/3D](https://www.krupapatel.art/3d)

- **FLASHLIGHT** - This piece focuses on strengthening body mechanics while exploring cartoony actions to enhance entertainment and visual appeal. The goal was to balance clear, grounded movement with playful exaggeration.
 - **DARIA** - For this project, I focused on conveying the personality of the main character through expressive acting and subtle, believable facial animations. Drawing inspiration from the small nuances in the face, I aimed to capture the depth of Daria's emotions and inner thoughts, ensuring that every movement and expression felt authentic and true to her character.
 - **DANCING THROUGH WEEKDAY** - In this project, I focused on understanding body mechanics and how each limb connects to create fluid, dynamic movement. Inspired to push the boundaries of traditional animation, I developed a unique stylized approach that balanced believability with enhanced entertainment. This project served as a key step in refining my ability to create engaging and exaggerated movement while maintaining a solid foundation in body mechanics.
 - **STAY CALM** - This project combines body mechanics, subtle acting, and dialogue performance, bringing together physicality and emotional nuance to support a cohesive and believable character performance.
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PROFESSIONAL SKILLS

ARTISTIC VISION AND ANIMATION SKILLS:

- Proficiency in naturalistic animation. Successfully translated believable and fluid acting movements along with dynamic physical mechanics to ensure entertaining animations.
- Deep understanding of animation principles. Skilled in conveying weight, motion, physics, balance, and personality through animation. Regular life drawing and consistent use of SyncSketch sharpen my eye for detail and storytelling in motion.

COMMUNICATION:

- Strong foundation in traditional animation principles, physical motion, weight, balance, form and character driven storytelling, demonstrated through a polished demo reel.
- Organized, detail oriented animator comfortable working quickly in a collaborative, fast-paced environment, with experience across the animation pipeline,
- Positive, team oriented professional with strong work ethic, open communication and receptive approach to constructive feedback.

SOFTWARE PROFICIENCY:

- Experienced in using Maya to create full-of-life character animations.
- Strong knowledge of Unreal Engine. I have used Unreal Engine to import and test my animations for games.
- Gained expertise in using Arnold, Vray, Redshift to successfully render my animation projects.