

Krupa Patel

3D Character Animator

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SUMMARY:

Energetically bringing life to 3D puppets. Experienced Character Animator with expertise in the animation pipeline, from rough storyboarding to the final character movement. Skilled at maintaining organization and responsible for timely completion of tasks. Strong knowledge of Adobe Creative Suite (Illustrator, After Effects, Premiere Pro, Photoshop) along with Maya, Unreal Engine and SyncSketch. Strong visual communication, coupled with a keen ability to receive feedback positively, ensures polished, engaging animations that connect with the audience.

PROFESSIONAL EXPERIENCE:

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.
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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.
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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)

- **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.
- **SOCCER** - I focused on learning the human body and maintaining realistic weight, physics and balance in animation. I carefully balanced the interaction between the ball and the character, ensuring both elements conveyed proper weight, timing, and coordination.

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 communication skills and ability to successfully collaborate with the team.
- Confident at contributing creative ideas and receptive to constructive feedback from both seniors and peers while maintaining a positive attitude with the end goal of meeting project standards.
- Proficient at handling tasks in a fast-paced environment, have gained knowledge of the animation pipeline to stay organized and deliver completed animations on time.
- Successfully managed multiple animation projects through effective organization and implementing appropriate naming conventions to files and assets in Maya. This approach effectively reduced time spent completing each project.

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.

- Acquired experience in Microsoft Word, Microsoft Powerpoint, Outlook, and other office management software to enable successful communication in a professional environment.

ADDITIONAL INFORMATION:

- Languages: English, Hindi (Native)
- Socials:
 - LinkedIn: www.linkedin.com/in/krupapatelart
 - Personal Website: www.krupapatel.art
 - Instagram: https://www.instagram.com/solely_animation/#