

Rishi Gupta

Animator | Filmmaker

Contact:

+91-7567469565

India

A dedicated storyteller who utilizes animation as a medium to inject creativity into the world and push the boundaries of this art form. My skill set includes Animation, along with experience in Previz, Rigging, Lighting, and Sketching.

Work Experience

Self-Employed

Freelance 3D Animator/ Artist, Kota, Rajasthan, India

(August 2020 - Present)

- Worked on 4+ web-series and 2 children's nursery rhyme.
- Worked on FPS character animation tests for Warlab Studios.
- Character designs and Mascot design for multiple clients.

Astitva Interactive

Animator & Rigger, Dehradun, Uttarakhand, India

(November 2023- February 2024)

- Responsible for making Unreal Engine compatible rigs for a 3rd Person Game.
- Responsible for all aspects related to Rigging and Animation for the game.
- Helped in creating seamless transfer of custom animations from Unreal Marketplace to Gameplay Rigs within Unreal Engine.
- Responsible for overlooking and managing the quality of Animation and Rigs, including but not limited to providing feedback to Animators and Riggers and supervising the two for quality assurance.

Mikros Animation

Junior Artist, Bengaluru, Karnataka, India

(February 2022- May 2023)

- Worked on Dragons: The Nine Realms as a Junior 3D Animator.
- Worked on Layout for 2 Episodes and Animation for 5 Episodes.
- Volunteered for Environment & Prop Rigging and Prop Modelling for GAFX Animation Challenge 2022.
- Part of the Upskilling Training for 2 months.

Citrus Ink Studios

Animator (Team Lead), New Delhi, India

(April 2021 - November 2021)

- Worked as a 3D animator/ Team Lead on Puffins Impossible web-series.
- Worked on 6 episode's Layouts and 7 episode's Animation.
- Responsible for organizing dailies and feedback sessions with the team to maintain the quality of animation throughout series.

Studio Eeksaurus

3D Animator, Mumbai, Maharashtra, India

(February 2021 - March 2021)

- Worked as a 3D animator in Blender for 2 advertisements.
- Worked on Character and Environment Animation.
- Rigged Environments for animation as per the requirements of project.

Education

Vancouver Film School

Diploma, 3D animation and Visual Effects, Vancouver, B.C., Canada

(June 2019 - August 2020)

- Directed and Animated an animated short film "Light".
- Worked on 5-6 group and 20+ individual projects for 40+ hours a week throughout the time duration.
- Graduated with Honors and a Diploma in August 2020.

S.M.A.I.D., New V.V.Nagar

Bachelor of Architecture, Anand, Gujarat, India

(June 2016 - July 2018)

Vadodara Design Academy, School of Architecture

Bachelor of Architecture, Vadodara, Gujarat, India

(July 2012 - January 2016)

Social Info

Email:

gupta.rishi0206@gmail.com

Website:

www.artstreak-anim.com/

LinkedIn

<https://www.linkedin.com/in/rishigupta26/>

Instagram:

https://www.instagram.com/_artstreak1623/

Extra Curriculum

- The Art of Effective Rigging for Blender by P2Design.
- Alive! Animation Course for Blender by P2Design.
- EPIC Intensive Summer Workshop 2021 by Animation Collaborative.
- Cartoon Mechanics Masterclass on The Animation Box by Yuri Lementy.
- Animation Masterclass with Michal Makarewicz (Pixar).
- Animating Comedy character Masterclass by Tony Bancroft.
- Online Animation Workshop by Aaron Blaise.

Skills

- Familiar with working Animation, Rigging, Lighting, Pre-Visualization.
- Experiment with various animation styles to match the requirement of the story and project and able to animate characters, props, etc.
- Provide constructive criticism and feedback to colleagues and self.
- Identify and provide solutions to technical issues and troubleshooting.

Software

- Autodesk Maya
- Blender
- Adobe Photoshop
- Adobe Premiere
- AutoCAD
- Lumion
- Sketchup 3D
- Rhino 3D