SANJEEV DHAMA

Technical Artist

@sharadsanjeev@gmail.com   https://sanjeevdhama.com   LinkedIn.com   🏠 New Delhi

EXPERIENCE

Senior Technical Artist
Hike Pvt Ltd
📅 Sept 2021 - Aug 2023   🏠 New Delhi

Spearheaded the development of an Audio-to-Face animation system using Nvidia Omniverse, automating animation processes and enhancing efficiency. Designed and implemented an Avatar system utilizing Unreal Engine 5, Managed the technical art team, collaborated with production and discipline leads, and ensured project schedules and requirements were met effectively.

Technical Artist
Pragmatic Play
📅 Oct 2019 - Oct 2021   🏠 Noida, UP

Oversaw mocap data editing process for 4+ AAA games, ensuring quality and consistency. Collaborated with interdisciplinary teams to align rigging-animations with overall game objectives, resulting in improved player experience. Developed innovative solutions for complex Rigging challenges, reducing production time by 20%

Technical Artist
RatnaSagar
📅 Jan 2018 - June 2019   🏠 New Delhi

Designed and maintained asset/rigging pipeline for mobile AR/VR applications, optimizing workflows and enhancing artist productivity.
Managed 3D asset creation from modeling to integration into mobile applications, ensuring seamless user experiences.
Implemented tools and workflows using Unity Engine and Python, facilitating efficient project development.

Technical Artist
Zynga
📅 March 2015 - Dec 2017   🏠 Bangalore, KA

Orchestrated art pipeline design and maintenance, including animation and character modeling pipelines, optimizing game performance. Developed behavioral scripting for characters and animals using JSON, enhancing interactive elements within games. Collaborated with cross-functional teams, provided Unity Engine support, and contributed to game optimization efforts.

Rigging Technical Artist
Xentrix
📅 June 2012 - March 2015   🏠 Bangalore, KA

Pioneered the development of an auto-rigging, streamlining rigging processes and improving animation quality. Innovated new tools for the animation department, enhancing efficiency and productivity within the studio.

3D Artist
Content Flow
📅 March 2012 - June 2012   🏠 Noida, UP

Worked as 3D artist for elearning projects.

SKILLS

MAYA	3DS MAX	Blender
Unreal	UNITY	PYTHON
C#	AFTER EFFECT	PHOTOSHOP

PROFILE

Experienced Senior Technical Artist with over a decade of experience in the gaming and animation industry. Proficient in developing advanced rigging and animation pipeline tools, optimizing workflows, and driving technical art initiatives to elevate project development. Skilled in managing teams, collaborating with cross-disciplinary teams.

MOST PROUD OF

Autodesk 📅 2019
Autodesk featured my work in its Maya 2020 promo video and campaigns.
https://rb.gy/u213lu
https://rb.gy/jxhjj7

Zynga 📅 2016
Award for best performance in Technical Art.

STRENGTHS

Hard-Working(18/24)	Creative Thinking

Persuasive	Self Motivated	Self Learner

Solution Oriented	User Experience

INTERESTS

Music   Cinema   Fitness

LANGUAGES

Hindi   English

EDUCATION

MCA Correspondence
Amity University
📅 Juy 2011

B.A Economics
CCS University
📅 Juy 2007 - Aug 2010