

# SANJEEV DHAMA

## Technical Artist

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LinkedIn.com

New Delhi

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## EXPERIENCE

### Senior Technical Artist

#### Hike Pvt Ltd

Sept 2021 - Aug 2023

New Delhi

I managed the development of animation solutions and improved artist workflows in Unity, ensuring an efficient 3D production pipeline. I actively collaborate with artists and developers to refine assets and implement best practices, which has led to improved project timelines and overall quality.

### Technical Artist

#### Pragmatic Play

Oct 2019 - Oct 2021

Noida, UP

Oversaw the editing of mocap data for multiple games, ensuring quality and consistency across projects. Worked closely with interdisciplinary teams to align rigging and animations with overall game objectives, enhancing player experience. Developed innovative solutions for complex rigging challenges, reducing production time by 20%.

### Technical Artist

#### RatnaSagar

Jan 2018 - June 2019

New Delhi

Optimized rigging and asset pipelines for mobile AR/VR applications. Managed 3D asset creation and implemented Unity tools for efficient development.

### Technical Artist

#### Zynga

March 2015 - Dec 2017

Bangalore, KA

Led the design and maintenance of the art pipeline, including animation and character modeling, to optimize game performance. Developed behavioral scripting for characters and animals using JSON, enhancing interactivity within games. Collaborated with cross-functional teams, provided Unity support, and contributed to overall game optimization initiatives.

### Technical Rigging Artist

#### Xentrix

June 2012 - March 2015

Bangalore, KA

Developed an auto-rigging system that streamlined rigging processes and improved animation quality. Created innovative tools for the animation department, enhancing overall efficiency and productivity.

## SKILLS

### Technical Skills:

Maya | Blender | Unreal Engine | Unity | Qt Designer | Python | C# | MEL | After Effects | Photoshop | Spine 2d | Chat Gpt


### Specialties:


Character Rigging | Animation | Animation Optimization | Game Asset Integration | Tool Automation


## PROFILE

Senior Technical Artist with 10+ years of experience in rigging, animation pipelines, and tool development for games and AR/VR applications. Passionate about optimizing workflows, automating rigging processes, and bridging the gap between art and engineering. Proven track record of improving pipeline efficiency, reducing production time, and enhancing asset integration.

## MOST PROUD OF

 **Hike (2022)** – Outstanding contributions Badge.

 **Autodesk (2019)** – Featured in Autodesk's promo.

 **Zynga (2016)** – Awarded for enhancing game workflows and pipelines.

## STRENGTHS

Hard-Working(18/24) Creative Thinking  
Persuasive Self Motivated Self Learner  
Solution Oriented User Experience

## LANGUAGES

Hindi

English

## EDUCATION

B.A Economics

CCS University

July 2007 - Aug 2010