

SKILLS:

- Modelling, Texturing, Character + Object Animation
- Pre-production, Storyboarding, Pre-production planning, Blocking
- Rigid-body dynamics (RBD), Fluid dynamics (FLIP & Bifrost), Particle dynamics, Cloth simulation (Vellum and nCloth), Pyro dynamics
- Color-grading, Rotoscoping, Match-moving, Greenscreening
- Basic Coding (HTML, VEX, C#)
- 3D rendering, Compositing, 3D lighting, video editing, Motion Design & animation
- Jira, Jira setup & automation, Notion, Shortcut, Slack, Creating and maintaining Sprints in an Agile environment
- Assets' Production through Web-pipeline, Assets' production through Unity-pipeline
- AI-Assisted Content Creation, AI Content Optimization, AI & Manual Content Development, Hybrid Research Methodologies, Prompt Engineering
- UI/UX and graphic design
- Music Composition and editing
- Scientific Research Using AI & Traditional Methods
- Social Media Management & Content Consistency

SOFTWARES:

Autodesk Maya, Houdini, Nuke, Substance Painter, Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Unity, 3DS max, Blender, Wondershare Filmora, FL Studio, Adobe Audition, Adobe Firefly (AI), ChatGPT (AI), Figma

LANGUAGES:

English (fluent)
Hindi (proficient)
Spanish (intermediate),
French (intermediate)
Mandarin (basic)
Cantonese (basic)

ANA MISRA

3D GENERALIST + SCRUM MASTER

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- With 4 years of experience as a versatile 3D generalist and designer in the education, ed-tech, and entertainment sectors, I thrive in dual roles as an artist and SCRUM Master.
- Skilled in animation and visual effects, with comprehensive experience in design and end-to-end production for projects, specializing in FX simulations and multimedia storytelling.
- Fluent in English and Hindi, I am also proficient in Spanish and French, adding valuable language skills to my professional repertoire.

EDUCATION:

Bachelor of Fine Arts (B.F.A) in Animation, minor in Visual Effects, Savannah College of Art and Design (SCAD), Hong Kong (2020)

EXPERIENCE:

Inspirit is an Edu-tech firm creating accurate 3D models for CK-12 students, accessible on web, VR, and AR platforms.

3D Lead, SCRUM Master

InspiritVR, Dec. 2022 - Current.

- **Optimized model production** to meet organizational goals and requirements.
- **Coordinated asset and data distribution** across teams, ensuring format compliance.
- **Translated pre-production** ideas into actionable technical and design plans, maximizing resource efficiency.
- **Developed a Unity-based tool** to streamline post-production, enhancing web reflection and RTF integration.
- **Reviewed and refined models for scalability** and future application, establishing scalable processes.
- As a SCRUM master, effectively **identified and removed project blockers**, facilitating progress **on XR pipelines**.
- Helped migrate team to Jira as well as **created Jira Automation, Boards and Dashboards**.
- **Liaised between various SMEs and stakeholders** to meet product and project expectations.
- This is in addition to my work as a 3D generalist in my previous role.
- In addition, have also helped design UI/UX website designs, graphic design and content management when required.

3D Generalist

InspiritVR, Sept. 2021 - Dec. 2022.

- As a 3D Generalist, I worked in **3D production (modelling, texturing, animating)**. I also worked in **pre-production, transforming concepts into 3D designs** for 3D & animation readiness. I used storyboarding, blocking and concepting to achieve this.

Technicolor is a production studio specializing in visual effects for movies and commercials, crafting simulations and immersive visual experiences.

FX artist intern/trainee

Technicolor / The Focus, April 2021 - June 2021.

- As an FX Artist Intern, I specialized in creating dynamic **RBD, FLIP, and particle simulations**, adhering to project requirements and team lead directives.

Totality Corp aimed to develop educational animations and games for children, utilizing Roblox to engage their audience.

Animation intern

Totality Corp., Dec. 2020 - Mar. 2021

- Created stories from start to finish (script and storyboard to production, to post-production).
- Delivered scripts, storyboards, characters and animations as per art direction and project goals using Roblox Studio.
- Also worked on post-production, including compositing, effects creation, editing, color grading, and transitions.

Saundaryaa is a tea company known for a variety of teas and tea blends, with a market both in India and internationally.

Designer/Consultant

Saundaryaa (Tea Company), Feb 2022 - June 2022

- As Freelance Designer, designed the product packaging for the launch of company's product in India and abroad.
- Collaborated with another studio for the product launch in Thailand