

SANJEEV DHAMA

Technical Artist

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<https://sanjeevdhama.com>

[LinkedIn.com](#)

📍 New Delhi



EXPERIENCE

Senior Technical Artist

Streamoid

📅 Sep 2023 - Till Date

📍 Bangalore, KA

Leading the development of an Avatar system, managing the animation pipeline, rigging, tools, and artist workflow optimization.

Senior Technical Artist

Hike Pvt Ltd

📅 Sept 2021 - Aug 2023

📍 New Delhi

Developed an Audio-to-Face animation system using Nvidia Omniverse, automating animation processes. Designed an Avatar system in Unreal Engine 5 and collaborated with production leads to meet project timelines and quality standards.

Technical Artist

Pragmatic Play

📅 Oct 2019 - Oct 2021

📍 Noida, UP

Oversaw the editing of mocap data for multiple AAA 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 | 3ds Max | Blender | Unreal Engine | Unity | Qt Designer | Python | C# | MEL | After Effects | Photoshop

Specialties:

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

PROFILE

Highly experienced Senior Technical Artist with over a decade of expertise in the gaming and animation industries. Specialized in developing advanced rigging systems and animation pipeline tools, optimizing workflows for efficiency, and driving technical art initiatives to enhance project quality. Proven ability to lead and collaborate effectively with cross-disciplinary teams.

MOST PROUD OF

Autodesk 📅 2019

Featured in Autodesk's Maya 2020 promo video and campaigns
<https://rb.gy/u213lu>
<https://rb.gy/jxhj7>

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 (Incomplete)

Amity University
📅 July 2011

B.A Economics

CCS University
📅 July 2007 - Aug 2010