

Sachin Babaji Desai

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Showreel: <https://youtu.be/1sucwslm5UE>

Subject - Application for Senior 3D Animator & Rigging Artist (Games)

Dear Hiring Manager,

I am excited to apply for the Senior 3D Animator and Rigging Artist position at your studio.

With 19+ years of professional experience since March 2006, the last 10+ years focused almost exclusively on game animation and rigging for mobile, live-service and AAA titles.

consistently deliver clean, performant, game-ready rigs and animations that elevate gameplay feel and player engagement.

Beyond core animation and rigging, I actively support the entire pipeline by troubleshooting art assets in-engine, creating rapid feature mock-ups to align designers and programmers, and producing high-quality marketing and store assets for customer-facing teams. This versatility has made me a reliable, all-round team player on every project I've joined.

Current role – Ubisoft Abu Dhabi (Sep 2019 – Present) | Senior Animator

- **Captain Laser Hawk** (top-down multiplayer shooter) – Rigged biped characters, created victory poses, emotes and locomotive cycles, integrated and tested in-engine.
- **Growtopia** (sandbox MMO, 50M+ players) – Handled full 2D sprite sheet pipeline, asset integration, Creating marketing and store asset, Optimization and troubleshooting.
- **Clash of Beasts** (mobile strategy) – Rigged and animated dozens of creatures/beasts, environmental assets (towers, trees, props), Also created feature mockup using cinemation of Unity game engine and spell VFX integrations in Unity game engine in close collaboration with the design team.

Previous game-focused experience

- **EA Games (formerly Glu Mobile) – Apr 2018 – Aug 2019**
Created FPS cycles for Deer Hunter and complex win/fail wrestling moves for characters of drastically different body proportions in WWE Universe and In Disney Sorcerer's Arena I have rigged various Disney characters as well animated different cycles for it.
- **Reliance Games – Sep 2017 – Apr 2018**
Sole animator responsible for exaggerated, high-impact attack, combo, defense and

special moves for all wrestlers in the successful mobile title WWE Mayhem — my first full-cycle mobile game experience.

- **Technicolor India – Jul 2014 – Sep 2017**

Motion-capture cleanup and in-game/cinematic animation on major console titles including God of War, UFC, Red Dead Redemption and animal cycles for The Secret Life of Pets. Also worked on TV series name “Puss in Boots”

Earlier career (2006–2014) included TV series leadership (Batman, Oki), feature films (Disney’s Planes), and commercials, but since 2014 I have concentrated entirely on the games industry.

I specialize in:

- **Advanced rigging systems (Advanced Skeleton, Rapid Rig Modular for Maya. Biped and CAT systems in 3Ds max)**
- **Clean, deformable, game-ready rigs using Maya and 3Ds Max**
- **Keyframe Animation and mocap polish**
- **Integration of game assets, mockup, marketing videos, troubleshooting in Unity.**
- **Sprite sheet workflow & optimization.**
- **Close collaboration with gameplay programmers and designers.**

My latest showreel (focused on recent game work) is here: <https://youtu.be/1sucwslm5UE>

CV attached for full project history.

I am passionate about making characters move and feel great in-game and would love to bring my deep gaming animation experience to your team.

Thank you for your time. I’m available at your earliest convenience for an interview or animation test.

Best regards,
Sachin Babaji Desai