

# Sachin Babaji Desai

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Showreel: [www.sachindesai7.com](http://www.sachindesai7.com)

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**Subject** – Application for Lead/Principal Rigging, Technical Artist (Games)

Dear Hiring Manager,

I'm writing to apply for the Principal / Lead Technical Animator, Rigging & Technical Artist role at your studio. With 20+ years of professional experience — the last 10+ focused exclusively on AAA, live-service, and mobile games across PC, console, and mobile — I bring a strong combination of gameplay animation, game-ready rigging, technical art, engine integration in Unity and Unreal, and Python-based pipeline automation.

Most recently, as Principal Animator, Rigging & Technical Artist at Lila Games, I built proprietary Python tools for Autodesk Maya — automated FBX batch export pipelines, in-house LOD generation that preserves UVs and skin deformation, batch virus-cleaning tools for infected production files, and rigging/animation systems for robotic characters with 8-direction locomotion. Prior to that, at Ubisoft Abu Dhabi (2019–2026), I shipped work on Captain Laser Hawk, Growtopia (50M+ players), and Clash of Beasts, and contributed to three unannounced FPS/TPS projects in Unreal using Animation Blueprints, State Machines, and Blend Spaces. Earlier game experience at EA/Glu, Reliance (WWE Mayhem), and Technicolor (God of War, UFC, Red Dead Redemption) rounds out a portfolio that spans clean game-ready rigs (Advanced Skeleton, Rapid Rig Modular, Biped, CAT), keyframe and mocap animation, sprite-sheet pipelines, and Maya scripting for workflow automation.

My latest showreel — focused on recent game work — is at [www.sachindesai7.com](http://www.sachindesai7.com), and my CV is attached for full project history. I'd love to bring this experience to your team and am available for an interview or animation test at your earliest convenience.

Best regards,  
Sachin Babaji Desai