



Sachin Babaji Desai

Lead / Principal 3D Animator • Technical Artist • Rigging Specialist

INDIA • +91-9820213275 • sachindesai7@gmail.com

LinkedIn: [linkedin.com/in/sachindesai7](https://www.linkedin.com/in/sachindesai7) • Portfolio: sachindesai7.com

Professional Summary

20+ years of experience across AAA, PC, console, mobile, multiplayer, and live-service games. Specialized in gameplay animation, technical animation, rigging, pipeline development, and workflow automation for modern game production pipelines.

Extensive experience creating game-ready rigs, locomotion systems, cinematic and gameplay animations, animation integration, and in-engine troubleshooting in Unity and Unreal Engine 5. Strong technical background in Python tool development, asset optimization, FBX pipeline automation, LOD generation systems, and production workflow improvement.

Proven collaborator with designers, programmers, technical artists, outsourcing vendors, and cross-functional teams across international game studios including Ubisoft, EA/Glu, Reliance Games, and Lila Games.

Core Skills

- **Rigging:** Advanced Skeleton, Rapid Rig Modular, mGear (Maya); Biped/CAT (3ds Max); Rigify (Blender)
- **Animation:** Keyframe animation, motion capture cleanup, cinematic sequences, gameplay cycles
- **Software:** Autodesk Maya (expert), 3ds Max, Blender, Photoshop, After Effects, Premiere Pro
- **Game Engines:** Unity (full asset pipeline, Cinemachine prototyping, sprite sheets, optimization); Unreal Engine 5 (Animation Blueprints, State Machines, Blend Spaces, retargeting, animation systems)
- **Pipeline & Collaboration:** JIRA, GitHub, Perforce, Trello, Hansoft, Figma, Fork
- **Scripting & Tools:** Python (Maya scripting for workflow & pipeline automation, tool customization, debugging)
- **AI-Assisted Production:** Claude, Cursor, MCP integrations, Ludo.ai (asset and workflow acceleration)

Professional Experience

Lila Games — Principal Animator, Rigging & Technical Artist | March 2026 – Present

- Rigged and animated biped robotic characters, including creation of polished 8-direction locomotion systems for gameplay integration.
- Integrated animations into the game engine and collaborated closely with design and engineering teams to validate animation behavior and gameplay responsiveness.
- Managed external animation vendor deliveries by reviewing assets, integrating animations into the game, generating review videos, and providing detailed feedback in collaboration with the Art Manager.
- Contributed to workflow optimization, technical troubleshooting, and pipeline automation using Python scripting and AI-assisted development workflows.
- Created a custom **batch FBX Exporter Tool** for automated export of game-ready rig and animation assets from Maya to engine-compatible FBX pipelines, streamlining previously manual export workflows.
- Built an in-house **LOD Generation Tool** for character rigs and skinned meshes, generating optimized 50% and 75% reduced vertex-count LODs while preserving UV channels and skin deformation integrity, replacing unreliable third-party solutions.
- Designed a **batch virus-cleaning utility** for Maya production files, detecting and removing malicious script infections across large asset libraries, improving pipeline stability and file security.

Ubisoft Abu Dhabi — Senior Animator / Technical Artist | **September 2019 – February 2026**

- Rigged biped characters and created victory poses, emotes, and locomotion cycles for *Captain Laserhawk* (top-down multiplayer shooter); handled in-engine integration and testing.
- Managed full 2D sprite sheet pipeline for *Growtopia* (50M+ players sandbox MMO), including asset integration, optimization, marketing/store assets, and troubleshooting.
- Rigged and animated creatures/beasts for *Clash of Beasts* (mobile strategy); integrated assets, troubleshot issues, created environmental props (towers, trees), and developed Unity Cinemachine feature mock-ups and spell effects.
- Contributed to three unannounced FPS and TPS projects in Unreal Engine, handling character rigging, animation creation, and full in-engine integration using Animation Blueprints, State Machines, and Blend Spaces.

EA Games (formerly Glu Mobile) — Senior Animator | **April 2018 – August 2019**

- Created first-person shooting cycles and wild animal animations for *Deer Hunter*.
- Developed complex win/fail wrestling moves for varying body types in *WWE Universe*.
- Rigged and animated Disney characters (special and common moves) for *Disney Sorcerer's Arena*; produced marketing videos using Unity Cinemachine.

Reliance Games — Senior Animator | **September 2017 – April 2018**

- Served as sole animator for exaggerated attack, combo, defense, and special moves for all wrestlers in *WWE Mayhem* (Android/iOS).

Technicolor India — Senior Animator | **July 2014 – September 2017**

- Performed motion capture cleanup and created in-game idle/transition cycles for titles including *God of War*, *UFC*, and *Red Dead Redemption*.
- Animated animal cycles for *The Secret Life of Pets* and characters for the TV series *Sheriff Callie's Wild West*.

Xentrix Studios — Animation Team Lead / Senior Animator | **May 2013 – March 2014**

- Led animation teams and contributed as senior animator for TV series including *OKI* (26 episodes), *Batman* (Warner Bros.), and *Care Bears*.

Prana Animation Studios — Character Animator | **August 2012 – April 2013**

- Animated characters for Disney's *Planes* and *Zhu Zhu Pets* (DVD feature films).

FG Post Studios — Freelance Animator / Generalist | **February 2009 – May 2012**

- Handled rigging, animation, and team leadership for TV commercials (Mahindra, LIC, Marico, etc.).

Bellpepper Animation Studios — Character Animator | **November 2007 – January 2009**

- Animated for *Tronji* (30-episode preschool series for BBC).

UTV Toons — Character Animator | **March 2006 – November 2007**

- Animated for *Cosmic Quantum Ray* (26 episodes) and DVD features including *321 Penguins* and *Three Musketeers*.

Personal Details

Nationality: Indian

Languages: English (fluent), Hindi, Marathi

Education: Bachelor of Science — Calorx Teachers University, India