

ANOSHKA JHAVERI

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📍 Vancouver, BC

🔗 [portfolio link](#) password:

anoshkajhaveridemoreel1111!

I'm a Technical Artist with 4+ years of experience in rigging, pipeline development, and tool creation for 3D animation and games. I specialize in building scalable workflows across Maya, Houdini, Unreal Engine, and Unity. I am skilled in creating tools and plugins that empower artists, and facilitating environments where engineering supports storytelling.

PROFESSIONAL EXPERIENCE

- ◆ **CG Rigging Artist** November 2023 – July 2024
Atomic Cartoons - *Vancouver*
 - Scripted production rigs for *Spidey and His Amazing Friends* (Season 3) in a Linux-based Maya pipeline
 - Developed Python tools for JSON file manipulation to support pipeline automation and improve team workflow
- ◆ **Rigging and Creature TD**..... January 2023 – August 2023
Versatile Media - *Vancouver*
 - Automated Python based Metahuman motion capture retargeting using USD between Houdini, Maya and Unreal Engine, reducing a multi-department task from 1 month to 2 days
 - Collaborated with the pipeline team and department heads to design cross-departmental pipeline architecture in Pep8 standards, supporting Maya, Houdini, and Unreal Engine workflows
 - Updated Shotgun SDK integration and built validation tools to streamline quality checks and speedy production
- ◆ **Generalist Technical Director**..... November 2021 – October 2022
Shapeshifters Interactive - *Vancouver*
 - Built OpenMaya C++ plugins and PyQt tools to automate and accelerate Blendshape transfer in Metahuman workflows
 - Engineered procedural assets using matrix math for *Call of Duty: Vanguard*, using Unreal Engine for real-time implementation
- ◆ **Rigging Artist**..... June 2020 – November 2021
Wildbrain Studios - *Vancouver*
 - Created stylized rigs for bipeds, creatures, vehicles, and props optimized for Unreal Engine
 - Developed a studio-wide vehicle auto-rigging system using matrix math, accelerating rig creation by 80%
 - Integrated automated rigging tools and mentored artists on pipeline usage, reducing manual rigging effort across teams

PROJECTS

- ◆ **Barbie Girls Rewritten**.....April 2025 – Present
 - Collaborating with a global team to recreate the original Barbie Girls world using Unity and C#
 - Mapped out gameplay systems from archived game data, designing multiplayer game flow and logic
 - Prototyped minigame mechanics, UI interactions, and multiplayer gameplay features
- ◆ **Smash The Frogs**.....March 2025 – Present
 - Created a stylized mobile twist on Whack-a-Mole using Unity's Mecanim and C#
 - Implemented scoring systems, win/loss states, and animation transitions for polished gameplay
- ◆ **Portfolio**.....March 2025 – April 2025
 - Developed custom Unreal Engine plugins and Unity gameplay scripts to support solo game prototypes
 - Set up CI/CD pipeline using GitHub Actions for automated deployment to Netlify
 - Built AI-powered unit test generation system using GPT-3.5 and YAML prompt files within Jest DOM to simulate user interactions and validate UI flows

TECHNICAL SKILLS

- Python, C#, C++, JavaScript, VEX
- PySide, PyQt, UI design, OOP
- Autodesk Maya, Motion Builder, Netlify, Heroku
- MERN stack, MySQL
- Unreal Engine, Unity, Cloudinary
- Git, Perforce

EDUCATION

- ◆ **Diploma, Software Engineering** – *Brainstation, Canada*.....August 2024 – November 2024
- ◆ **Digital Visual Effects Diploma** - *Capilano University, Vancouver*.....September 2018 – May 2020
- ◆ **Bachelor of Arts** - *Mount Carmel College, Bengaluru*.....June 2014 – April 2017