



# KRISHNA KUMAR

SENIOR 2D ANIMATOR | GAME &  
E-LEARNING SPECIALIST

## CONTACT

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## EDUCATION

2009 - 2011

ARENA ANIMATION

- Diploma in Multimedia Animation

2006 - 2009

JAUNPUR UNIVERSITY

- Bachelor of Arts

## SKILLS

- Spine
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- Corel Draw
- Autodesk Maya
- Teamwork
- Time Management
- Problem Solving
- Effective Communication

## LANGUAGES

- English (Conversational)
- Hindi (Native)

## PROFILE

Creative and detail-oriented 2D Animator with over a decade of experience in the animation industry, specializing in slot and casino games, e-learning content, and mobile applications. Proven ability to deliver high-quality animations with minimal revisions and optimal game performance. Skilled in collaborating with international teams, managing animation projects, and guiding junior talent. Offering a strong blend of technical animation expertise and creative problem-solving abilities. Recognized as 'Best Artist of the Year' three times at ZVKY Design Studio. Strong communication with leads and producers, and consistent in meeting tight deadlines.

## WORK EXPERIENCE

### ZVKY Design Studio

2020 - PRESENT

Senior 2D Animator

- Specialized in animation for slot and casino games using Spine, Photoshop, and After Effects.
- Delivered A1-class optimized animations, ensuring minimal revisions and strong game performance.
- Maintained strong communication with team leads and producers.
- Recognized as 'Best Artist of the Year' three times.
- Worked with international clients: Aristocrat, Big Run Studios, CrowdPlay, Four Leaf Gaming, Play 'n' Go, SEGA Sammy Creations, IsoftBet, and more.

### Freelance Animator

2017 - 2020

- Produced animated e-learning videos and rhymes for Smiles International.
- Managed animation pipeline from concept to delivery.

### Arthisoft Gaming Studio

2011 - 2017

Senior Animator

- Developed 2D & 3D animations for 30+ mobile games.
- Built complex rigs from scratch for 3D characters based on provided concepts.
- Collaborated with production team to ensure timely delivery of projects.
- Implemented facial expressions, lip synchronization, body language, and other nuances into characters' movements.