# Aaryan Junnarkar

## 3D Character Animator

aaryan.junnarkar@gmail.com
www.animaaryan.art

Experienced 3D animator specializing in character animation, proficient in collaborative teamwork.
Self-taught in 3D modeling, texturing, lighting, and compositing, with additional expertise in programming.
Dedicated to embracing new challenges and constantly enhancing skills

## SKILLS

### Software Proficiencies

Autodesk Maya
Blender 3D Photoshop
Substance Painter
After Effects
Nuke
Unreal Engine

### Hard Skills

3D Animation
3D Modeling
Mocap
Lighting
Rendering
C
Python

### Soft Skills

Collaboration
Adaptive Teamwork
Leadership
Communication
Reliable
Creative
Time Management

### Awards

SCAD Dean's List
SCAD Honor
Scholarship

## EXPERIENCE

### "Gluttony"
March 2024 - April 2024

#### Mocap Cleanup

Responsible for importing data into Maya and assisting with data cleanup
Solving any issues and organizing the data into layers for easier access and blending.
Hand-keying characters using Metahumans to create natural and realistic-looking animations

### IdealWeb4U
Jan 2024 – April 2024

#### 3D Artist

Implemented shaders and lighting techniques in Unity using URP to enhance visual quality and match the supervisor's vision.
Developed custom scripts to enable particle navigation for the hint system, ensuring seamless integration into gameplay and enhancing player guidance.

### "Quacker Clinic"
March 2024 - June 2024

#### Character Animator

Responsible for animating a 30 second sequence involving 3 unique characters in Maya

Utilizing expressive poses and dynamic timing to elevate the visual appeal of the shot
Integrated camera movements and shot directionality to enhance storytelling and convey staging effectively.

### "Three Raccoons In A Trenchcoat"
Sept 2022 – June 2023

#### Character and Technical Animator

Animated 10 shots emphasizing dynamic posing and staging, while upholding core animation principles
Modeled and textured props, achieving a painterly effect using Substance Painter.
Contributed to lighting, set design, and rendering of shots.
Utilized Nuke to craft cohesive color and FX passes for final screening.

## EDUCATION

### Savannah College of Art and Design
June 2023

#### BFA in Animation

Degree focused on 3D Character Animation, learning collaboration and pipeline, finding creative ways to approach tasks and being artistically confident in the craft.