RANI RAJ LAXMI SONI

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Portfolio | IMDB

3D artist with skills and experience in modeling, rigging, character design, project management, and lighting. Passionate about animated naturalism and the value of character authenticity.

EDUCATION

- Master of Arts Animation | Concentration in 3D Animation | DePaul University, Chicago, IL   2022
- Bachelors of Commerce | RDVV | Jabalpur, Madhya Pradesh, India

PROFESSIONAL EXPERIENCE

Animation Production Manager | Splicer Films | Palo Alto, CA   March 2022 - June 2022

- Worked as Animation Production Manager for "Finding Ubuntu," a documentary that profiles a refugee whose tragedy leads him to find his calling to improve the lives of marginalized refugees in Malawi, addressing homelessness, hunger, lack of education, and healthcare.
- Actively involved in planning and execution of all phases of an animation production pipeline
- Managed the project timeline on the project Gantt chart and communicated with all stakeholders effectively on any changes to the timeline; utilized Asana and Miro to track project completion.
- Contributed to the animation creative design aspect of the project by storyboarding concepts

3D Modeling and Design Intern | Kashmir World Foundation | Great Falls, VA   March 2022 - June 2022

- Actively involved in researching and designing the character concept for MiSHELL, a fully autonomous drone that has a mission to fly over sea turtle nesting beaches to provide timely, consistent, and optimized data to marine biologists about sea turtle tracks, nesting, erosion, hatching, and disturbances.
- Responsible for creating artwork for KWF Animation Projects that include 2D and 3D integration.
- Created 3D model and UV layout for the finalized design for the project

3D Designer/Sculptor | Project Bluelight | "Max Q" | Chicago, IL   January 2021 - December 2021

- Lead the Sculpting team for a non-interactive VR experience directed by Joel Benjamin, exploring the future of "data mining" on distant worlds, putting the user directly in the shoes of a pair of colonial explorers.
- Responsible for creating creature and environment design and 3D sculpting
- Created and exported Low-resolution models and Normal Maps
- Worked closely with concept artists, and texturing artists to provide models with clean topology

FILMOGRAPHY HIGHLIGHTS

- Animation Production Manager | "***Finding Ubuntu***" | Documentary Short | 21 minutes | 2022
- 3D Modeler | "***Sea Turtle Project***" | 2D and 3D Animation Short
- 3D Designer/ Sculptor | "***Max Q***" | 3D VR Animated Short | 17 minutes | 2022
- Writer, Director, Modeler, Rigger, Animator | "***The Shining Showdown***" | 3D Animated Short | 2 minutes | 2021

TECHNOLOGY

Autodesk Maya | Pixologic ZBrush | Adobe Creative Suite (Photoshop, Illustrator, InDesign, PremierePro, AfterEffects, Animate) | Substance Painter | Arnold | Asana | Miro | Discord | Slack

SKILLS

High and Low poly Modeling I Retopologising I UV Unwrap I Rigging I Lighting (Maya and Arnold) I Animation I Strong Design Sense I Texturing | Experience in creating PBR Materials I Project and Time management