

RANI RAJ LAXMI SONI

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3D artist with skills and experience in modeling, Texturing, Animation, rigging, character design, project management, and lighting. Passionate about applying my 3D skills in a collaborative creative environment.

EDUCATION

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

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

PROFESSIONAL EXPERIENCE

Animation Intern | Change Lab | Los Angeles, CA September 2022- Present

- My role is to develop 3D Models and Sculpt various assets for a Virtual Reality Project.

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.
- Planned and executed 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 and storyboarded the ideas

3D Modeling and Layout Design Intern | [Kashmir World Foundation](#) | Great Falls, VA March 2022 - June 2022

- Researched and designed 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.
- Designed and Created artwork for KWF Animation Projects that include 2D and 3D integration.
- Created a 3D model and UV layout for the finalized design of 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.
- Created creature and environment design and sculpted 3D models
- Sculpted High and Low-resolution 3D models in ZBrush and exported Low-resolution models and Normal Maps. Also did a retopology of the High-Resolution model in Maya.
- Worked closely with concept artists, and texturing artists to provide models with clean topology

TECHNOLOGY

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

SKILLS

High and Low poly 3D Modeling | Retopologising | UV Unwrap | Rigging | Lighting (Maya and Arnold) | Rendering | Animation | Strong Design Sense | Texturing | Experience in creating PBR Materials | Project and Time management