

Sanyam Malhotra

3D Rigger

Highly motivated 3d rigger with mathematics and physics background and the ability to troubleshoot technical problems and work under pressure.

Contact

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www.linkedin.com/in/sanyam-malhotra-32aa38192

Website

sanyammalhotra.com

Demo-Reel

<https://vimeo.com/575235717>

Certificates

Python completion certificate

References

Jan Zgiet (Senior Technical Animator
– Epic Games)
johnnyzt@gmail.com

chad Shattuck (cshattuck@thecea.ca)

Experience

2021-Present

Junior Rigging Artist- Icon Creative Studio

2021-Present

Rigging Artist - Silver dice games
(worked on various types like quadruped and biped rigs for a Vr game)

2020

Character Rigger – Sinn Studio
(Swordsman Vr)
(Freelance Job)

Education

Advanced 3d Animation- Centre for Entertainment Arts (2019-2021)

Vfx and Animation – Arena Animation (2018-2019)

Software

Maya	Unreal
Photoshop	Substance Painter
After Effects	Redshift
Illustrator	Premiere Pro

Skills

-Python	- Character Rigging
-Facial Rigging	- Quadruped Rigging
-Mechanical Rigging	