

VISHNU M

Associate Animation Content Developer | Unreal Engine | Cinematics & Animation Systems

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SUMMARY

Associate Animation Content Developer specializing in **Unreal Engine** and **cinematic animation workflows**, with hands-on experience in **animation tagging**, **metadata integration**, and **pipeline validation**. Skilled in supporting cinematic systems through **debugging**, **tool testing**, and **animation playback optimization**. Strong collaborator with a mindset focused on **technical accuracy**, **workflow consistency**, and smooth communication between art and engineering teams.

EXPERIENCE

Raiden Studios , Coimbatore — Game Developer

APRIL 2025 - PRESENT

- Implemented **animation systems**, **cinematic triggers**, and **UI interactions** in Unreal Engine 5 to support narrative-focused gameplay.
- Performed **animation tagging** and **metadata validation**, ensuring consistency and accuracy across the content pipeline.
- Diagnosed and fixed issues involving **animation playback**, **rig constraints**, and **sequence integration** in cinematic scenes.
- Collaborated with animators, designers, and programmers to **test internal tools**, validate workflows, and identify improvements.
- Optimized **blendspaces**, **camera transitions**, and **state machines**, improving overall cinematic performance and stability.

SKILLS

- **Game Engines:** Unreal Engine 5, Unity
- **Animation Tools:** MotionBuilder (basic), Unreal Sequencer, Control Rig
- **Programming & Scripting:** C++, C#, Python (basic)
- **Core Areas:** Animation Tagging & Metadata, Cinematic Implementation, Tool Validation, Debugging & Optimization, Workflow Documentation

PROJECTS

Survival Sandbox Prototype (Unreal Engine 5) — Gameplay & Animation Systems

- Built **animation blueprints**, **state machines**, and **cinematic sequences** for player and AI characters.
- Integrated **camera cuts**, triggers, and event-driven animation playback for narrative moments.
- Performed **testing**, **profiling**, and **debugging** to maintain stable animation blending and timing.

EDUCATION

Karpagam Academy Of Higher Education, Coimbatore

Bachelor Of Science – Computer Science

AUGUST 2022 - APRIL 2025