

# 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