

# Anisha Vatnani

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## WORK/PROJECT EXPERIENCE

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**Thesis Game Project (Māyā) | Lead Artist / Writer / Producer**

**Sept 2024 – May 2025**

*Awarded the Experimental Animation Faculty Award 2025*

- Managed production lifecycles, coordinating across code, art and voice acting.
- Developed detailed production schedules and resource plans using Google Sheets, Notion and Jira.
- Created 3D assets and shot/scene sequences using Autodesk Maya and Blender.
- Handled post-production editing, audio fixes, and timecode alignment in AfterEffects.
- Utilized Google Drive and GitHub for version control and efficient data management.

**Big Viking Games | 2D Junior Artist**

**Jan 2024 – Dec 2024**

- Collaborated with developers and producers to ensure seamless art integration into builds.
- Used Jira and Slack to track asset status and communicate updates across functional teams.
- Met tight production schedules for seasonal updates within a high-volume pipeline.
- Leveraged AI-tools (Midjourney) and Adobe Suite to optimize visual development.

**OCADU Copy & Print Services | Part-Time Student Monitor**

**Sept 2023 – May 2025**

- Acted as a communication bridge to troubleshoot issues between students and technicians.
- Managed high-volume digital workflows and pre-press pipelines under tight deadlines.
- Anticipated production bottlenecks and adjusted task allocations to maintain operations.

## VOLUNTEER EXPERIENCE

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**Montreal International Game Summit (MIGS 25) | Event Volunteer**

**2025**

- Supported day-to-day summit operations by assisting leads and executing core administrative tasks.
- Acted as a proactive point of contact, solving logistical problems on spot for attendees and speakers.

**Hand Eye Society | Event Volunteer**

**2025**

- Assisted project leads with core administrative tasks and technical troubleshooting to ensure the seamless day-to-day running of interactive exhibits.
- Proactively identified and resolved production bottlenecks by the following prompt instructions to support guest experience and artist needs.

## EDUCATION

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**OCAD University**

**2021-2025**

Bachelor of Fine Arts (Honours), Experimental Animation

*Relevant Courses: Shader Art, 3D Modelling and Anim. (1&2), Compositing & Dig. Animation*

## TECHNICAL SKILLS

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**Production & Tracking:** ShotGrid, Jira, Notion, Airtable, Google Sheets/Drive.

**Workflow & Pipeline:** End-to-end production support, asset delivery, shot/scene breakdowns, version control.

**Post-Production:** Media ingest, timecode alignment, codecs/formats (H.264, ProRes, PNG sequences), playback troubleshooting.

**Creative Software:** Adobe Creative Suite (After Effects, Premiere, Photoshop), Autodesk Maya, Blender.