



SWAPNIL WELLING

3D LEAD ANIMATOR A BIT ABOUT ME

Since I was a little kid I loved gaming not just for the fun but for the stories they told. My love for film making also grew as the years went by and I strive to create a compelling experience through storytelling and gaming as a medium.

RELATED SKILLS

- Proficient with AutoDesk 3d Studio Max, Maya & Blender.
- Good communicator & great team player.
- Specializes in character animation.
- Great analytic skills for project requirements and develops accordingly.
- Open and adaptable to new pipelines introduced to suit company needs.
- Exceptional knowledge in Unity 3D game engine.

GET IN TOUCH

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OVERALL RESPONSIBILITIES

- Producing high quality animations suitable for the project.
- In-charge of planning, creating animations, creating workflows to work well with the company's work structure and constantly collaborating with fellow programmers to get the results we need.
- Manage and create project pipelines for new systems.
- Create quality animations which are integrated in simulation training programs to train industry professionals in medical, military and agency fields. All optimized for Mobile, WebGL, PC and VR.
- Contributing to the game design by brainstorming initial concepts to achieve goals in the best way.
- Making sure that once the animations have been created properly in the animation software, they transfer smoothly and correctly into the game engine

CAREER HISTORY

METAMERSIVE TECHNOLOGIES PVT LTD / 3D LEAD ANIMATOR October 2022 - Present

- Lead Animator on multiple projects ranging from medical, military, corporate projects.
- Contribute to game design to reach goals required by the company and client.
- Manage team to organise/incorporate new workflows and technologies to meet expectations.
- Create high quality animations and meet requirements with a team to deliver on a good quality product.

INDUSGEEKS SOLUTIONS PVT. LTD. / 3D SENIOR ANIMATOR October 2014 - SEPTEMBER 2022

- Went from Junior to Senior Animator and has contributed to 15+ projects in the 8 years.
- Contribute to game design to reach goals required by the company and client.
- Coordinated with co-designers to reach results as per project requirements.
- Create high-quality animations and meet requirements with a team to deliver a good quality product for simulation-based training games

OTHER NOTEABLE WORK

3D ANIMATOR - PERSONAL PROJECT

Untitled FPS shooter | link: <https://youtu.be/hkS2ecvCD9c>

- Was the lead animator on a more personal project to make Fps Demo for a game concept. Worked with team of 3 including me. More details on my site.

MAIN 3D ANIMATOR - COMMERCIAL/PERSONAL PROJECT

OB VR | link: <https://swapnil220.wixsite.com/swapnilwelling/outbreak>

- Was part of small team to create horror/action FPS game in VR. Responsibilities were to create FPS Gun/Melee weapon Animations. Direct cinematics and make animations for all characters in the game. Everything optimized for the Oculus Go

PARTICIPATION AND AWARDS

- **Go Nisha GO** – Won best learning game award in GamesForChange 2023

Game Developed by MetaMersive Technologies

Lead the animation team on the project

HOBBIES AND INTERESTS

- Watching Movies
- Playing video games
- Making short films