

ANSHUL KATKAR

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WORK EXPERIENCE

Ascension 180, LLC, Remote — 3D Animator and VR Assistant Jun 2025 - Present

- Created 3D Character Animations using the sequencer in Unreal Engine
- Assisted with immersive virtual reality production in Unreal Engine

School of Visual Arts, New York, NY — Computer Lab Assistant Oct 2023 - Dec 2024

- Responsible for smooth coordination of large-scale events and ushering guests, including industry professionals, faculty, and students
- Maintained accurate records of equipment checkouts and returns, ensuring proper functionality of all lab equipment

ACADEMIC WORK EXPERIENCE

Intrepid (Thesis Film) — Co-Director, Lead Animator, Lead Rigger Sept 2023 - Mar 2025

- **SVA Best In Show - 3D Animation** award recipient
- **MetroCAF Best In Show** award recipient
- Played a key role in shaping story ideas and layout, and also implemented the project's file management workflow to ensure efficient team coordination
- Streamlined the animation pipeline, provided constructive feedback to animators, and managed a large team to ensure timely delivery of assets
- Researched creature anatomy and developed robust rigs that facilitated dynamic motion.

School of Visual Arts, New York, NY — 3D Animation Club Leader Sept 2022 - May 2024

- Conducted workshops and demos for peers
- Reached out to industry professionals to organize guest speaker sessions

EDUCATION

School of Visual Arts, New York, NY — BFA 3D Animation and VFX Sept 2021 - May 2025

- M.A.R.S Mentor — Mentored students in animation, rigging, file management and production
- Received Silas H. Rhodes Scholarship
- GPA - 3.8

SKILLS

- **Software:** Maya, Nuke, Houdini, Blender, ZBrush, Substance Painter, Adobe Suite
- **Scripting:** Python, VEX, OSL, BlinkScript, C++
- **Soft Skills:** Time management, Communication, Problem-solving