

# Sanyam Malhotra

## 3D Rigger

Highly motivated 3d rigger with mathematics and physics background and the ability to troubleshoot technical problems and work under pressure.

### Contact

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[www.linkedin.com/in/sanyammalhotra](http://www.linkedin.com/in/sanyammalhotra)

### Website

[sanyammalhotra.com](http://sanyammalhotra.com)

### Demo-Reel

<https://vimeo.com/575235717>

### Certificates

Codecademy Python 2

### References

Jan Zgiet (Senior Technical Animator – Epic Games)  
[johnyzt@gmail.com](mailto:johnyzt@gmail.com)

Chad Shattuck ([cshattuck@thecea.ca](mailto:cshattuck@thecea.ca))

### Experience

#### 2021-Present

Junior Rigging Artist- Icon Creative Studio

#### 2021-Present

Rigging Artist - Silver dice games  
(worked on various types like quadruped and biped rigs for a Vr game)

#### 2020

Character Rigger – Sinn Studio  
(Swordsman Vr)  
(Freelance Job)

### Education

Advanced 3d Animation- Centre for Entertainment Arts  
(2019-2021)

Vfx and Animation – Arena Animation (2018-2019)

### Software

Maya

Photoshop

After Effects

Illustrator

Unreal

Substance Painter

Redshift

Premiere Pro

### Skills

-Python

-Facial Rigging

-Mechanical Rigging

- Character Rigging

- Quadruped Rigging