



# SIDDHARTHA SANKAR SAHA

Animator and Game Artist

## About

Passionate about games, art and story telling through movements has led me into the animation and visual media industry. Music and graphic novel enthusiast.

## Website



<https://www.sidsquid.art>

## Contact



Kuala Lumpur, Malaysia



+60 175934029  
+60 1139919013



[sidsankarsaha94@gmail.com](mailto:sidsankarsaha94@gmail.com)

## Social Media



Siddhartha Sankar Saha



Siddhartha Saha



## Work Experience

March 2019 to Present

### Animator @ Codemasters

Worked on **F1 2020** and **F1 2021**, using hybrid of motion capture data and keyframe. Keyframe facial animation along with camera animation.

Also, adding up as a 3D artist, working with LODs, Liveries and UVs as per need.

Jan 2018 to Feb 2019

### Gaming Animator @ Technicolor

Worked as a 3D animator for Animation and gaming department.

Shipped AAA game, one of the biggest title of 2018 i.e. **Red Dead Redemption 2** and worked on cinematics for another AAA game.

Worked on VR and First Person Shooter games.

Sep 2017 to Dec 2017

### Teaching Assistant

Teaching Assistant for 3D Character Animation at Vancouver Institute of Media Arts, Vancouver, BC, Canada.



## Education

2016-2017, Canada

Diploma in 3D Character Animation  
Vancouver Institute of Media Arts

2012 - 2016, India

Bachelor's Degree in Multimedia and Animation  
St.Xavier's College, Kolkata (Autonomous)



## Skills

Strong command over Maya and Motion Builder for animation.

Good understanding of 3DS Max, Cinema 4D and Blender for creating rigged assets and rendering them.

Strong knowledge of Unreal Engine for game implementation.

Aware of working ethics and time management in production.

