

# KAPIL SHANBHAG

2D Animator and Motion Graphic Artist

I am a 2d Animator currently based of Hubli.,India (and very willing to move)Who is looking to find a superior team in 2d Animation Where my skills and talents wills contribute greatly towards the creativity and work of any project that I am on. I'm also looking for a team who will help me to grow not only as an artist but as a professional in the animation industry.

#### CONTACTS

- Sawmill Road Dandeli Karnataka India
- kapilshanbhag1234@gmail.com
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### LANGUAGES

HINDI  $\star\star\star\star$ ENGLISH  $\star\star\star\star$ KANNADA  $\star\star\star$ KONKANI  $\star\star\star\star\star$ 

## SOFTWARES

Adobe Flash ★★★★

Adobe Animate cc ★★★★

Autodesk 3ds Max ★★★★

Adobe After Effects ★★★★

Adobe Illustrator ★★★

Adobe Photoshop \*

Adobe premiere pro ★★★

### HOBBIES











### EDUCATION

2014

Janata Vidyalaya Higher Primary School, Dandeli

2016

Bangur Nagar Pre-University Composite Junior College, Dandeli.

2018

Arena Animation, Hubli.

#### WORK EXPERIENCE

11/2018 - 04/2020

2D & 3D Animator

Vidwath Innovative Solutions Pvt. Ltd

- Good knowledge of the technical aspects of rigging and skinning characters for animation
- Help to establish pipeline and work flows
- Basic knowledge of camera movements (film direction), animation layout and storytelling
- Communicate and working closely with game designers, artist and programmers to find effective solutions or fix issues, and achieve goals in time

9/2020 - 2/2021

2D Animator & Team lead B2G Creative Hub Pvt Ltd

- Leading project teams
- Assist in development of Remanufacturing Strategies for selected Projects
- Communicates clearly and effectively with team members, and senior management, on project status and progress towards milestones
- Effectively supports or leads establishing working relationship with key opinion leaders
- Projects include entire show packages: network projects, domestic shows

6/2021 - PRESENTY WORKING

Motion Graphic Artist & 2D Animator K12 Techno Services Pvt. Ltd

- Developed 2D Animation for students and I mostly worked for kids and studies.
- Created storyboards and conceptual framing as according to script.
- Created motion graphic video for teacher planning and development.