

Vani Shah

Animator · FICTIONAL SAMPLE
Hyderabad, India

Summary

Fictional demonstration candidate. All employers, education, projects, achievements and outcomes are illustrative and unverified. Not a real application or licence record. Animator with an illustrative 13-year career in visual storytelling, post-production and creative production. Combines character animation, storyboarding, timing with disciplined documentation, practical coordination and clear communication. The sample career progresses from focused execution to independent workstream ownership, with responsibilities and boundaries described for each appointment. Selected work includes character performance sequence, educational animation series and animation production toolkit. These examples explain the original problem, individual contribution, deliverables, review approach and remaining limitations rather than relying on unsupported headline claims. Prepared for experienced animator opportunities requiring dependable delivery, thoughtful professional judgement and collaboration. The qualification narrative includes Master's in Animation Arts. Every named organisation and outcome in this record is fictional; professional eligibility is not independently established. Turn a clear brief into dependable visual storytelling, post-production and creative production work: understand the context, apply character animation and storyboarding, record the evidence and explain the limitations before handover.

Experience

Animator - Meridian Media Production (fictional)

2022-07 - Present

Independent ownership of scoped animator work, coordinating contributors and making review requirements explicit. Includes the first two selected work examples. Explored poses and refined timing through shot reviews. Designed clear action sequences and narration timing. Led brief clarification and prioritised work using character animation, storyboarding and timing. Raised unresolved constraints before committing to the next stage. Coordinated peer reviews and handover preparation; used a creative treatment and production plan to distinguish completed work, assumptions and follow-up needs. Supported colleagues with practical examples of rigging awareness and maintained a concise learning record after important assignments. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Senior Animator - Northline Media Production (fictional)

2018-07 - 2022-06

Owned defined assignments and supported cross-functional coordination. Developed deeper practice in timing and rigging awareness. Built reusable scene templates and review notes. Translated incoming requirements into a sequenced plan and aligned responsibilities with the project or service owner. Applied blender and maya to resolve delivery questions while maintaining source and decision notes. Introduced reusable working documents and reviewed exceptions with the responsible specialist rather than silently changing scope. Prepared a delivery and rights checklist so the next team could understand the work and remaining questions. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Animator - Cedarbridge Media Production (fictional)

2015-07 - 2018-06

Progressed from supported tasks to independently managed assignments, with review available for unfamiliar or higher-risk decisions. Handled recurring work involving character animation and storyboarding using a documented preparation and review process. Supported educational animation series by organising inputs, maintaining issue notes and incorporating reviewer feedback. Coordinated colleagues and internal stakeholders using concise status updates, clear questions and agreed next steps. Improved record consistency through layout and documented handover expectations. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Skills

character animation

Applied to character performance sequence through documented preparation, execution and review.

storyboarding

Applied to educational animation series through documented preparation, execution and review.

timing

Applied to animation production toolkit through documented preparation, execution and review.

rigging awareness

Applied to character performance sequence through documented preparation, execution and review.

Blender

Applied to educational animation series through documented preparation, execution and review.

Maya

Applied to animation production toolkit through documented preparation, execution and review.

layout

Applied to character performance sequence through documented preparation, execution and review.

shot review

Applied to educational animation series through documented preparation, execution and review.

Certifications

Visual storytelling studio

Meridian Professional Learning Studio (fictional) 2023 continuing learning - not a licence or certification Character animation and rigging awareness in the context of animator work. Used reflective exercises and a bounded practice example related to character performance sequence.

Production workflow practicum

Meridian Professional Learning Studio (fictional) 2024 continuing learning - not a licence or certification Storyboarding and blender in the context of animator work. Used reflective exercises and a

Vani Shah

Animator · FICTIONAL SAMPLE
Hyderabad, India

Assistant Animator - Cedarbridge Media Production (fictional)

2013-07 - 2015-06

Built practical foundations through supervised assignments, routine documentation and feedback from experienced colleagues. Assisted with character animation and timing within an agreed scope and escalated unfamiliar work. Prepared inputs and checked completeness before passing work to the responsible reviewer. Maintained task records and learned to communicate assumptions, constraints and observed problems clearly. Applied review feedback to subsequent assignments and developed a dependable working routine. Illustrative career responsibilities. Employer confirmation and underlying work records are not supplied.

Education

Master's in Animation Arts - Asterbridge Institute of Professional Studies (fictional institution)

2011-07 - 2013-05

completed - fictional record character animation storyboarding rigging awareness Specialist study on character performance sequence; an illustrative learning project, not a published result.

Bachelor's in Animation - Cedarhaven College of Applied Studies (fictional institution)

2008-07 - 2011-05

completed - fictional record timing Blender Maya Applied coursework in character animation, documentation and reviewed practical assignments.

Projects

Character performance sequence

Fictional internal work programme in visual storytelling, post-production and creative production; not a real client case study. Problem: The story beat lacked readable emotional action. Objective: Create a workable response to this issue through character animation, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. Animator; owned the stated workstream, not the full organisation or every collaborator contribution. Explored poses and refined timing through shot reviews. Prepared the scope with the commissioning team, identified unresolved inputs and used character animation to turn the brief into a sequenced work package. Applied storyboarding and timing while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: character animation; storyboarding; timing; rigging awareness Deliverables: Character performance sequence - scoped brief; Character performance sequence - reviewed working package; Character performance sequence - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a creative treatment and production plan and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for character performance sequence, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Productions are fictional. No real client, award, broadcast credit, portrait or licensed asset is represented. No underlying client documents, independently verified measurements or signed approval records are attached.

Educational animation series

Fictional internal work programme in visual storytelling, post-production and creative production; not a real client case study. Problem: Abstract concepts were difficult to visualise. Objective: Create a workable response to this issue through storyboarding,

bounded practice example related to educational animation series.

Creative review and accessibility workshop

Meridian Professional Learning Studio (fictional) 2025 continuing learning - not a licence or certification Timing and maya in the context of animator work. Used reflective exercises and a bounded practice example related to animation production toolkit.

Languages

English

professional working - fictional sample

Hindi

professional working - fictional sample

Vani Shah

Animator · FICTIONAL SAMPLE
Hyderabad, India

explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. Animator; owned the stated workstream, not the full organisation or every collaborator contribution. Designed clear action sequences and narration timing. Prepared the scope with the commissioning team, identified unresolved inputs and used timing to turn the brief into a sequenced work package. Applied rigging awareness and blender while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: storyboarding; timing; rigging awareness; Blender Deliverables: Educational animation series - scoped brief; Educational animation series - reviewed working package; Educational animation series - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a annotated selected-work breakdown and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for educational animation series, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Productions are fictional. No real client, award, broadcast credit, portrait or licensed asset is represented. No underlying client documents, independently verified measurements or signed approval records are attached.

Animation production toolkit

Fictional internal work programme in visual storytelling, post-production and creative production; not a real client case study. Problem: Artists repeated setup tasks across similar shots. Objective: Create a workable response to this issue through timing, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up. Animator; owned the stated workstream, not the full organisation or every collaborator contribution. Built reusable scene templates and review notes. Prepared the scope with the commissioning team, identified unresolved inputs and used blender to turn the brief into a sequenced work package. Applied maya and layout while coordinating reviews with the designated owner. Kept decision notes so collaborators could separate facts, assumptions and changes. Assembled the handover material, explained open limitations and agreed which items needed further review rather than presenting them as completed. Methods: timing; rigging awareness; Blender; Maya Deliverables: Animation production toolkit - scoped brief; Animation production toolkit - reviewed working package; Animation production toolkit - handover and learning summary Review: Reviewed the scoped output against the agreed brief, recorded exceptions and checked that key conclusions could be traced to observations. The review package calls for a delivery and rights checklist and a named human reviewer. Illustrative outcome: the team adopted a repeatable approach for animation production toolkit, with clearer ownership and reviewable records. This is a fictional qualitative result; no real performance measurement or external acceptance evidence is supplied. Limitations: Synthetic demonstration only. Productions are fictional. No real client, award, broadcast credit, portrait or licensed asset is represented. No underlying client documents, independently verified measurements or signed approval records are attached.

Achievements

Character performance sequence

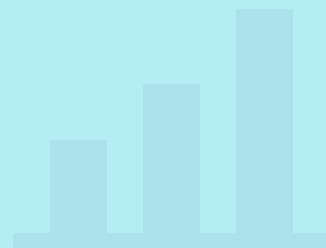
Explored poses and refined timing through shot reviews. The achievement is the described workstream contribution; independent outcome evidence is not supplied.

Educational animation series

Designed clear action sequences and narration timing. The achievement is the described workstream contribution; independent outcome evidence is not supplied.

Animation production toolkit

Built reusable scene templates and review notes. The achievement is the described



Vani Shah

Animator · FICTIONAL SAMPLE
 Hyderabad, India

workstream contribution; independent outcome evidence is not supplied.