



VANI SHAH

Animator

character animation, storyboarding, timing

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FICTIONAL SAMPLE - all employers, qualifications and outcomes are illustrative and unverified.

EXECUTIVE SUMMARY

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.

AT A GLANCE

13 years ILLUSTRATIVE CAREER	4 CAREER APPOINTMENTS	3 WORK EXAMPLES	2 EDUCATION RECORDS
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CORE COMPETENCIES

- character animation / storyboarding
- timing / rigging awareness
- Blender / Maya
- layout / shot review

PROFESSIONAL MISSION

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.

Career family: Photography, Video, Animation & Audio | Snapshot: 2026-09-22

PROFESSIONAL EXPERIENCE / RECENT

Animator

Meridian Media Production (fictional)

Jul 2022 - Present | Hyderabad, India

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)

Jul 2018 - Jun 2022 | Hyderabad, India

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.

PROFESSIONAL WORKING PRINCIPLES

- Translate the brief into a planned production and review sequence.
- Record personal creative responsibility and distinguish it from the work of collaborators.
- Control assets, releases, versions and delivery formats before publication.

PROFESSIONAL EXPERIENCE / EARLIER

Animator

Cedarbridge Media Production (fictional)

Jul 2015 - Jun 2018 | Hyderabad, India

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.

Assistant Animator

Cedarbridge Media Production (fictional)

Jul 2013 - Jun 2015 | Hyderabad, India

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.

SELECTED CONTRIBUTIONS

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 workstream contribution; independent outcome evidence is not supplied.

SELECTED WORK / 01

Character performance sequence

P1 | Jan 2023 - Jun 2023 | FICTIONAL WORK EXAMPLE

Context. 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.

Contribution and ownership. 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.

Suggested evidence (not supplied): creative treatment and production plan; annotated selected-work breakdown; delivery and rights checklist.

SPECIALIST PRACTICE

Creative credits

The sample focuses on character animation, storyboarding, timing. Approvals, supervision and specialist input are identified in each work package; work outside this scope is referred to the designated responsible person.

Peer learning and practical guidance. Created short examples on character animation and rigging awareness for colleagues. Separated personal preferences from agreed team procedures and recorded useful questions.

Review and handover discipline. Facilitated practical reviews of educational animation series, ensuring that unresolved issues retained a named owner rather than disappearing from final presentations.

Productions are fictional. No real client, award, broadcast credit, portrait or licensed asset is represented.

SELECTED WORK / 02 AND 03

Educational animation series

P2 | Jan 2024 - Jun 2024 | Meridian Media Production (fictional)

Problem. Abstract concepts were difficult to visualise.

Objective. Create a workable response to this issue through storyboarding, explicit review criteria and practical documentation. Agree the boundaries before execution and retain unresolved points for follow-up.

Ownership. 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

Delivered. Educational animation series - scoped brief; Educational animation series - reviewed working package; Educational animation series - handover and learning summary

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.

Suggested evidence (not supplied): creative treatment and production plan; annotated selected-work breakdown; delivery and rights checklist.

Animation production toolkit

P3 | Jan 2019 - Jun 2019 | Northline Media Production (fictional)

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.

Ownership. 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

Delivered. Animation production toolkit - scoped brief; Animation production toolkit - reviewed working package; Animation production toolkit - handover and learning summary

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.

Suggested evidence (not supplied): creative treatment and production plan; annotated selected-work breakdown; delivery and rights checklist.

EDUCATION AND SPECIALIST LEARNING

Master's in Animation Arts

Asterbridge Institute of Professional Studies (fictional institution)

Jul 2011 - May 2013 | completed - fictional record

Focus: 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)

Jul 2008 - May 2011 | completed - fictional record

Focus: timing, Blender, Maya. Applied coursework in character animation, documentation and reviewed practical assignments.

CONTINUING PROFESSIONAL DEVELOPMENT

Visual storytelling studio (2023). 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 (2024). Storyboarding and blender in the context of animator work. Used reflective exercises and a bounded practice example related to educational animation series.

Creative review and accessibility workshop (2025). Timing and maya in the context of animator work. Used reflective exercises and a bounded practice example related to animation production toolkit.

Provider for these illustrative learning records: Meridian Professional Learning Studio (fictional). Not a licence or certification.

LANGUAGES AND WORKING PREFERENCES

English and Hindi - professional working proficiency in this fictional record.

Work arrangement: onsite or hybrid by role requirements. Relocation: open to discussion - sample preference. Availability: not confirmed; discuss before an interview.

CREDENTIAL AND EVIDENCE STATUS

Productions are fictional. No real client, award, broadcast credit, portrait or licensed asset is represented.
Synthetic qualification and institution names illustrate profile fields only; they are not a validated qualification route or recognised accreditation claim.
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Complete machine-readable data: profile.json. Interactive companion: portfolio.html. Reference CV used for structure only; this is not Ajay Prajapat's biography.