

# SARANSH AGRAWAL

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📍 Sydney, Australia



## SUMMARY

As a creatively challenging person and a computer graphics geek, I'm always engaged in ambitious projects and works. During my three years in a media arts degree and my current experience has taught me what it means to be an artist and a good leader. My communication, versatility and the ability to plan and work to a deadline has become one of my major strengths. Being a team player, I believe that better performance can only be achieved by working together, systematically and efficiently.

## TECHNICAL SKILLS

Autodesk Maya    After Effects    Substance Painter

Premiere Pro    Illustrator    Photoshop    HTML

Muster Console

## EXPERIENCE

### Freelancer

#### Digital/Graphic Design, Motion Graphics & Video Editing

📅 09/2020 - Ongoing    📍 Remote

- Editing videos, colour grading, adding effects and animation using the Adobe Creative Cloud.
- Creating logo designs using Photoshop & Illustrator.
- Did a motion tracking project for a real estate video.
- Using motion graphics to create intro videos for clients.
- Managing time & due date as per clients need.

### 3D Generalist & Project Lead

#### Vivid Sydney 2021

📅 02/2021 - 07/2021    📍 Sydney, Australia

- Look development, concept and character designs.
- 3D Modeling and creating UV sets in Maya.
- Texturing using Substance Painter, Photoshop and After Effects.
- Rigging in Maya using Human IK system.
- Hand animating characters in Maya.
- Creating motion capture data.
- Managing and assisting teammates.

## EDUCATION

### Bachelor of Media Arts

#### University of New South Wales

📅 08/2018 - 08/2021    📍 Sydney, Australia

- Majored in animation and visual effects with distinction

## VOLUNTEERING

### SV Program

#### ACM SIGGRAPH Asia

📅 10/2021 - 12/2021

### Student Council Equity Officer

#### UNSW Art, Design & Architecture

📅 12/2020 - 06/2021

### Parade Volunteer

#### Sydney Mardi Gras

### Day of Play Volunteer

#### UNSW

## REFEREES

### Karen Kriss

UNSW Lecturer & Researcher

Contact details will be provided upon request.

### Melody Li

Motion Media Designer/Director

Contact details will be provided upon request.

# EXPERIENCE

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## 3D/2D Generalist

### Environment Institute Research Project

📅 05/2020 - 06/2021 📍 Sydney, Australia

- Working with the Research Lead of Environment Institute and Sydney based motion graphics artist/ animator.
- Managing and creating the overall look development of the project.
- Creating 3D environments and making it look 2D using a toon shader in maya.
- Animating transitions, compositing shots and key-frame animation in After Effects.
- Rendering of 3D environments using Arnold render engine.
- Rendering the overall composite using Adobe Media Encoder.

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## Web Assistant

### Metro International

📅 03/2020 - 01/2021 📍 Sydney, Australia

- Creating and managing product catalogue.
- Website designing.
- Managing products on the website.
- Updating and adding products for sale on ebay & amazon.
- Coming up with online product selling strategies.

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## Visual, Motion & Media Lead

### UNSW Future Vehicles

📅 05/2020 - 08/2020 📍 Sydney, Australia

- Collaborated with UNSW Sunswift Racing to create promotional videos.
- Worked collaboratively with other team members in design thinking and style of website and videos.

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## Motion Media & Graphics Lead

### sMart (Student Marketplace Startup)

📅 04/2020 - 07/2020 📍 Remote, Canada

- Creating and designing companies logo, postcards and other promotional content.
- Creating teasers and promotional videos for advertising on social media.
- Managing and developing companies website.