

MILONI SHAH

3D CHARACTER ANIMATOR



CONTACT

+1 4126603575

milonishah4@gmail.com

<https://www.milonishah.com/>

SKILLS

- Cinematic Animator
- Gameplay Animator
- Facial Animator
- Motion Capture CleanUp
- Retargeting Clean up
- 3D Texturing
- 3D Rendering

SKILLS

- Unreal Engine 5
- Motion Builder
- AutoDesk Maya
- Dynamixyz
- Hansoft
- Arnold, Maya
- Redshift, Maya
- Substance Painter
- Adobe Suite
- Shot Grid

LANGUAGES

- English
- Hindi
- Gujarati



As an animator, dancer & storyteller, my Indian heritage fuels a fascination with emotion, movement, and behavior. I see the world through the characters I bring to life.



WORK EXPERIENCE

Women in Animation (WIA) - Mentor 2024-2025

- Guide early-career animators on demo reel development, networking, and studio pipelines. Provide one-on-one portfolio reviews and career coaching.

House Of Moves - Animator 2023 - 2024

- Created high-quality character animations for multiple unannounced AAA game titles.
- Cleaned and refined motion capture data to match art direction and performance specifications for gameplay and cinematics.

Halon Entertainment - Animator 2022 - 2023

- Created cinematic animations for trailers and narrative sequences in Fortnite and Kerbal Space Program 2.
- Partnered with layout artists, editors, and lighting teams to achieve final delivery-ready sequences.

CounterPunch Studios - Animator 2021-2022

- Completed both Facial and Technical Animation for NBA2k'23 and Marvel's Midnight Suns for Game Cinematic and Narrative Animation.
- Supported animation retargeting and asset optimization for engine-ready delivery.

SCAD Collaborative Film - Animator, Lighter, Renderer 2019 - 2020

- Led lighting and rendering efforts while animating scenes for multiple student films.
- Managed a small production team, coordinated pipeline tasks, and ensured on-time delivery of high-quality animated content.



EDUCATION

Savannah College Of Art and Design (SCAD) 2019 - 2021
M.A in Animation

Srishti School Of Art and Design 2015 - 2019
B.CrA in Animation