



Aniket Kumar

UNREAL ENGINE TECHNICAL DIRECTOR

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PROFILE

As an Unreal Engine Technical Director with a diverse skill set, I am passionate about pushing the boundaries of creativity and innovation in the world of digital art. Throughout my journey as an artist, I have embraced the spirit of collaboration and continuous learning, always seeking opportunities to grow and adapt to new industry trends and technologies.

STUDIES

Lovely Professional University

2017-2021

B.design (Animation and multimedia)

Major - Animation

Minor - Game design

Grade - 8.4

Clubs and societies

- Motion picture
- TEDx Club

SKILLS

Houdini



Unreal Engine



Motion Capture



EXPERIENCE

DNEG 2023 - Present

Collaborated closely with Directors and Directors of Photography to translate creative vision into technical execution, ensuring high-quality visual effects and seamless integration into the final Product.

Anibrain 2021 - 2023

Spearheaded mocap shoots, established an efficient cutscene pipeline, expertly assembled scenes, refined facial mocap, and optimized scripts for programmers

HMX Media 2020 - 2021

Led a team of over 20 artists, delivering exceptional art quality and aesthetic vision, achieving high visual fidelity and optimized

HOBBIES



TRAVEL



MUSIC



WRITING