



ATRAN RAIKANY

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EDUCATION

- SAVANNAH COLLEGE OF ART AND DESIGN (Atlanta, GA)
Bachelor of Fine Arts: Animation – Sep. 2016-Present – 4.0 GPA

PROGRAMS

- Adobe Photoshop CC 2019, After Effects CC 2018
- Toon Boom Harmony, Storyboard Pro
- Spine Pro
- Autodesk Maya 2017
- Word, Powerpoint; Celtx

SKILLS

- 2D Animation: Traditional and Rigged
- 3D Animation
- Storyboarding
- Concept Design: Characters and Props
- Basic 3D Rigging/Modeling/Texturing
- Acting and Improvisation

CAREER-RELATED EXPERIENCE

• ZENIMAX ONLINE STUDIOS

Associate Animator (Jan. 2019-Present) – Character animator, rigger, and occasional concept designer primarily working in Spine Pro on the mobile games team for a new unannounced project. Also currently leading a weekly acting workshop for all the animators in the studio.

• SCAD COLLABORATION LEARNING CENTER: ADULT SWIM

Director, Illustrator (Fall 2017) – SCAD collaboration with Adult Swim to produce 4 short IDs that reflect a variety of stylistic approaches and narrative structures. Worked on *Rick and Morty* and *Mr. Pickles* bumps.

• MAGNETI MARELLI (Automotive components company)

Graphic Design Intern (Summer 2017 & 2018) – Work includes layouts for vehicle interiors, UI designs for instrument displays, ad campaigns, storyboarding, and working with various teams/pitching concepts.

• PROJECT: LIGHTLESS NIGHTS (2D platformer using Unity)

Co-Creator (Oct. 2017-Present) – SCAD Senior project. Main art, animation, story, game/level/UX design.

ACHIEVEMENTS AND ACTIVITIES

• SAVANNAH COLLEGE OF ART AND DESIGN

Global Game Jam '17 – Team-based 48-hour challenge. 1st Place Winners for our game, *Take the Stage*. Created concept art, environment + prop textures, UI elements, and responsible for initial game pitch.

SIGGRAPH '17 & '18 – Student Volunteer

Improvisation Club '17 – '19 – Founder and President

Other Extracurriculars – SIGGRAPH Student Chapter Club Officer (Liaison), Stop Motion Club member.

Collab Fair '16 - '19 – Collaborations with other students and their films. Work has involved 3D character animation, 2D roughs, storyboard pitches and refining, and supplying vocal talent.

Generate '16 – Participated in the full 24-hour group animation challenge hosted by The DVI Group.

Generate '17 – Participated in the pre-visualization challenge hosted by The Third Floor.