



SWAPNIL WELLING

LEAD 3D ANIMATOR & PRODUCER

DOB : 20/09/1992 AGE: 32 YEARS

LANGUAGES : ENGLISH, HINDI

A BIT ABOUT ME

I am a passionate Lead 3D Animator & Producer specializing in high-quality character animation, team leadership, and immersive storytelling. With experience in game animation, simulation training, and production management, I ensure smooth workflows and the creation of impactful, interactive experiences across PC, WebGL, VR, and mobile platforms.

I bring a mix of technical expertise, creative storytelling, and leadership, focusing on building strong teams and optimizing animation pipelines to deliver industry-standard content.

RELATED SKILLS

- Proficient with AutoDesk 3d Studio Max, Maya & Blender.
- Good communicator & great team player.
- Specializes in character animation.
- Great analytic skills for project requirements and develops accordingly.
- Open and adaptable to new pipelines introduced to suit company needs.
- Exceptional knowledge in Unity 3D game engine.

GET IN TOUCH

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OVERALL RESPONSIBILITIES

- 3D Animation & Rigging in Blender
- Game Engines – Unity 3D
- Pipeline & Workflow Optimization – Creating structured animation pipelines for large projects
- Project & Team Leadership – Managing teams, mentoring junior animators, improving productivity and co-ordinating with Design and Technical Teams.
- Game & Simulation Development – Specializing in military, medical, and corporate training simulations
- Technical Integration – Ensuring smooth animation transfer into game engines

CAREER HISTORY

METAMERSIVE TECHNOLOGIES PVT LTD / LEAD 3D ANIMATOR & PRODUCER October 2022 - Present

Complete staff was transitioned/transferred from Indusgeeks Solutions to the new company Metamersive Technologies)

- Oversee the creation of high-quality animations for VR, mobile, and PC simulation-based training programs.
- Lead and mentor a team of animators, ensuring smooth collaboration with programmers and designers.
- Develop efficient animation workflows and pipelines, integrating cutting-edge technology.
- Manage project timelines, quality control, and production efficiency to meet industry standards.
- Ensure seamless animation integration into game engines, optimizing for VR, WebGL, and mobile.
- Actively contribute to game and simulation design, aligning animation with storytelling goals.

INDUSGEEKS SOLUTIONS PVT. LTD. / 3D SENIOR ANIMATOR October 2014 - SEPTEMBER 2022

- Went from Junior to Senior Animator and has contributed to 15+ projects in the 8 years.
- Contribute to game design to reach goals required by the company and client.
- Coordinated with co-designers to reach results as per project requirements.
- Create high-quality animations and meet requirements with a team to deliver a good quality product for simulation-based training games

OTHER NOTEABLE WORK

3D ANIMATOR - PERSONAL PROJECT

Untitled FPS shooter | link: <https://youtu.be/hkS2ecvCD9c>

- Was the lead animator on a project to make a Fps Demo for a game concept. Worked with a team of 3 including me. More details on my site.

MAIN 3D ANIMATOR - COMMERCIAL/PERSONAL PROJECT

OB VR | link: <https://swapnil220.wixsite.com/swapnilwelling/outbreak>

- Was part of small team to create horror/action FPS game in VR. Responsibilities were to create FPS Gun/Melee weapon Animations. Direct cinematics and make animations for all characters in the game. Everything optimized for the Oculus Go

PARTICIPATION AND AWARDS

- **Go Nisha GO** – Won best learning game award in GamesForChange 2023

Game Developed by MetaMersive Technologies

Lead the animation team on the project

HOBBIES AND INTERESTS

- 🎬 Filmmaking & Cinematics
- 🎮 Gaming & Game Development
- 🎤 Storytelling & Animation

PROJECTS



K9 TACTICAL EMERGENCY MEDICAL SIMULATOR (K9 TEMS)

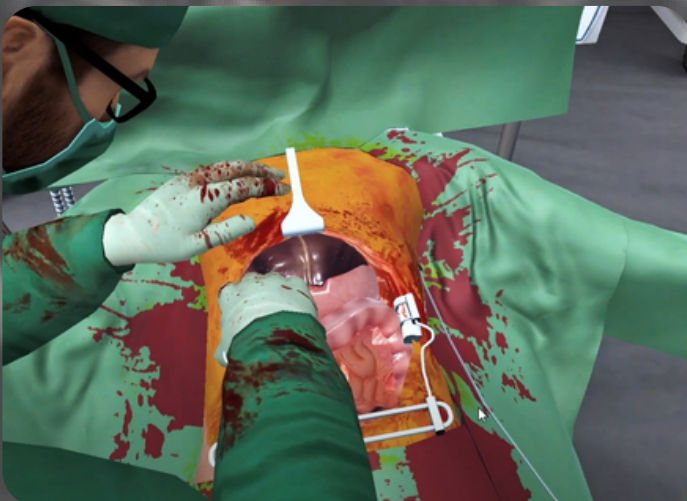
Senior Animator

- Role: Led a team of two animators in creating realistic character animations.
- Tools: Utilized 3ds Max for animation and integrated assets into the Unity game engine.
- Contributions: Animated the majority of characters and significantly contributed to the project's cinematics.
- Link: <https://www.youtube.com/watch?v=ga6dlj6AQOs>

GO NISHA GO (AWARD WINNING)

Lead Animator and Cinematic Designer

- Role: Led the animation team in developing character animations and cinematic sequences for "Go Nisha Go," an interactive role-playing game designed to empower young girls in India.
- Tools: Utilized Blender to create engaging animations and integrated them into the Unity game engine.
- Contributions: Developed animations that enhanced the storytelling experience, contributing to the game's educational impact on topics such as reproductive health and decision-making.
- Link: <https://www.youtube.com/watch?v=MOAjXGt4t5E>



SURGICAL SIMULATION (OPENMG TOOLKIT)

Lead Animator

- Role: Led the animation team in developing realistic and interactive surgical simulations.
- Tools: Utilized 3ds Max for creating detailed animations and integrated them into the Unity game engine.
- Contributions: Animated characters for mixed reality surgical interactions, enhancing the realism and educational value of the simulation.
- Link: https://www.youtube.com/watch?v=g_dfbsSzqkE

PROJECTS



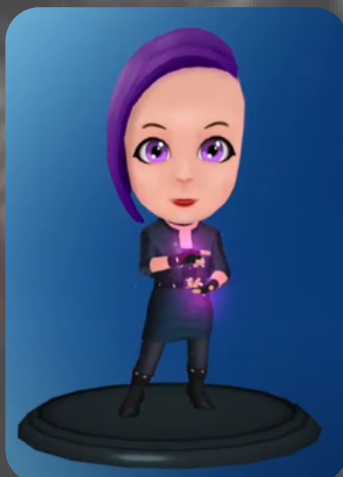
OUTBREAK VR GAME (FREELANCE) **Animator and Cinematic Designer**

- Role: Served as the primary animator and cinematic designer for "Outbreak," a VR game developed for the Oculus platform by Maanas Games.
- Tools: Utilized Blender software to create immersive animations and cinematic sequences.
- Contributions: Collaborated with a small, dedicated team to overcome challenges in VR development, delivering a compelling and immersive gaming experience.
- Link: <https://swapnil220.wixstudio.com/portfolio>

GO BRO

Lead Animator and Producer

- Role: Led the animation team in developing character animations and cinematic sequences for "Go Bro," an interactive role-playing game designed to empower young boys in India.
- Tools: Utilized Blender to create engaging animations and integrated them into the game engine.
- Contributions: Developed animations that enhanced the storytelling experience, contributing to the game's educational impact on topics such as relationships and personal growth.
- Link: <https://www.youtube.com/watch?v=qNiDZgZC68U>



ACCENTURE - TRAINING GAME **Senior Animator**

- Role: Led the animation team in developing character and background animations for a corporate training game.
- Tools: Utilized 3ds Max for creating animations and integrated them into the Unity game engine.
- Contributions: Oversaw and contributed to the animation of all characters and extras, ensuring cohesive and engaging visual storytelling.
- Link: <https://www.youtube.com/watch?v=ga6dlj6AQOs>
- <https://www.youtube.com/watch?v=fykQgbELMBo&t=2s>

PROJECTS



WESTERN STEAMPUNK FPS DEMO

Lead Animator and Concept Developer

- Role: Led the animation team in developing character and weapon animations for a first-person shooter (FPS) demo set in a Western steampunk universe.
- Tools: Utilized Blender for creating detailed animations and integrated them into the Unity game engine.
- Contributions: Developed and animated all gun and hammer actions, contributing to the game's unique aesthetic and immersive gameplay experience.
- Link: <https://www.youtube.com/watch?v=hkS2ecvCD9c>

HANDS-FREE MEDICAL SIMULATION

Lead Animator

- Role: Led the animation team in developing immersive, hands-free medical simulations for the Meta Quest 2 platform.
- Tools: Utilized Blender for creating detailed animations and integrated them into the Unity game engine.
- Contributions: Developed naturalistic hand motion controls for virtual and mixed reality medical interactions, enhancing the realism and educational value of the simulations.
- Link: <https://www.youtube.com/watch?v=6uenCDy4aKk>

