Arpan Mahor

Jr. Animator

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Motivated animator with the ability to work independently and collaboratively in fast-paced environments, adept at creating high-quality gameplay animations, creature animations, and cinematic sequences for both games and VFX. Skilled in Autodesk Maya, Unreal Engine, and motion capture workflows, with strong attention to detail, adaptability across pipelines, and excellent time management skills.

Professional Experience

10/2023 – present	**Junior Animator,** *Ubisoft*	Mumbai, India

- Owned gameplay animation features from documentation to in-engine testing, ensuring smooth integration with design and maintaining visual quality.
- Managed motion capture shot lists and data capture, delivering accurate results and supporting production with precise animation time estimates.
- Collaborated with core teams to streamline workflows, resolve issues, and remove blockers.

08/2022 – 09/2023	**Jr. Creature Animator,** *RedChillies vfx|Color*	Mumbai, India

- Created realistic creature animations (chimps, bulls, cheetahs, leopards) and prepared mocap materials to meet shot requirements.

11/2021 – 07/2022	**3D Animator(maya/Unreal),** *RedChillies vfx|Color*	Mumbai, India

- Responsible for helping establish the cinematic staging and camera positioning as directed by the film's director
- Prepared realistic keyframe animation assets and mocap materials.

01/2021 – 10/2021	**3D PreViz Animator,** *RETROPHILES PVT. LTD.*	Mumbai, India

- Worked on Adipurush previz.
- Developed and designed realistic combat animations, and character animations.
- Worked with motion capture technology including set-up, acting and animation cleanup.

Projects

Grate Adventure – Personal Project (2025),
First-person dungeon exploration game focused on traps and puzzle-based progression. ⧉

- Designed and developed a complete small-scale dungeon exploration game in Unreal Engine using Blueprint scripting.
- Created and implemented character animations, traps, lighting systems, and level progression.
- Managed gameplay mechanics, UI, and asset integration to ensure a smooth player experience.
- Released on Itch, reaching over a hundred downloads/plays and incorporating player feedback into post-launch updates.

Maze Ball – Personal Project (2024), *A timed physics-based navigation game where players guide a ball through mazes to reach the goal within a set time.* ⧉
- Developed core gameplay using Unreal Engine Blueprints, including physics-based controls, obstacles, and timer logic.
- Designed and implemented UI elements for timer and goal tracking to provide clear player feedback.

Education

07/2017 – 02/2020	**AAIP,** *Arena Animation*	gwalior, India

Skills

Autodesk Maya	Motion Builder
Unreal Engine	unity
nuke	Adobe Premiere
Adobe Photoshop	Adobe Illustrator