



Shreya Sateesh

9124412557

shreyanimates@gmail.
com

SUMMARY

I'm a 3D character artist with a strong focus on character creation and storytelling. Experienced in directing independent films, leading teams, and solving creative challenges. Proven ability to transform concepts into completed projects.

SKILLS

- 3D modeling
- 3D Sculpting
- Texture painting
- 2D Animation
- Storyboarding

EXPERIENCE

Office Assistant

Savannah, Georgia

SCADhome/ Sep 2022 to May 2026

- Answered and routed resident calls, emails, and front-desk inquiries and logged tickets
- Conducted room inspections and prepared units for incoming residents, reducing turnover delays
- Mediated in-room resident conflicts and documented outcomes for staff follow-up

Data Entry Clerk

Savannah, Georgia

Sandra L. Bonder Attorney at Law/ Mar 2024 to Sep 2024

- Proofread legal materials, correcting errors to ensure file accuracy
- Managed case authorizations and administrative tasks to support paralegal workflow
- Prepared bills of particulars and discovery documents to enhance case readiness

EDUCATION AND TRAINING

Bachelor of Arts: Technical Animation

Savannah College of Art And Design May 2026

Savannah, GA

CERTIFICATIONS & LICENSES

- Adobe Photoshop Certification

PROJECTS

- **The Unconscious (independent film) Jan 2025 - Present**

Role: Director, 3D Modeler, Texture Artist, 2D Animator, Storyboard Artist

Directing my independent film while taking on multiple roles has been a valuable experience in creative leadership and interdisciplinary collaboration. It has strengthened my ability to manage a cohesive vision, problem-solve across departments, and adapt throughout each stage of production.

- **Maskirovka (Capstone film) Sep 2025 - May 2026**

Role: 3d modeler, 3d texture artist, lighting, compositing, 2d cleanup artist, storyboard artist

Primarily a part of the tech team, I was responsible for 3d modeling and texturing and assisted with lighting, compositing, rendering, 2d cleanup and storyboarding.

- **Fred's food Mar 2025 - May 2025**

Role: 3D Modeler/Texture Artist, 2D Animator, Storyboard Artist

Working on this project has expanded my ability to move fluidly between disciplines, translating ideas from storyboard to final animation while maintaining visual continuity.

- **Fantabulous life of Francis frunk Jan 2025 - Mar 2025**

Role: 2D Animator, Storyboard Artist, Visual Development Artist

This project has sharpened my eye for storytelling and design, allowing me to contribute to the film's visual language from early concept through final animation.

WEBSITES & SOCIAL LINKS

- <https://www.shreyanimates.com>
- <https://www.linkedin.com/in/shreya-sateesh-b64648230/>