



SHREYA SATEESH

shreyanimates@gmail.com | 9124412557

Summary

Technical Animation graduate with experience in film production, 3D modeling, storyboarding, asset tracking, and cross-functional collaboration. Proficient in Excel, Adobe Premiere Pro, Photoshop, and production workflow management. Demonstrated ability to organize projects, solve problems, communicate effectively, and support teams in a fast paced creative environment.

Skills

- Microsoft Excel
- Adobe Premiere Pro
- Adobe photoshop
- Autodesk maya
- Shotgrid
- Zbrush
- Substance painter
- Houdini
- Toon Boom Harmony
- 3D Modeling
- Texturing
- Asset tracking
- 2D Animation
- Storyboarding

Experience

SCAD | Savannah, GA

Office Assistant

09/2025 - 05/2026

- Improved communication efficiency by answering and routing resident calls, emails, and front-desk inquiries.
- Conducted weekly inspections to prepare units for incoming residents and reduce turnover delays using Microsoft excel.
- Mediated in-room resident conflicts, documenting outcomes for staff follow-up.

Sandra L. Bonder Attorney at Law | New York, New York

Data Entry Clerk

03/2024 - 09/2024

- Proofread legal materials for accuracy, correcting errors using Microsoft Word and Excel.
- Managed case authorizations and administrative tasks to support paralegal workflow.
- Prepared bills of particulars and discovery documents to ensure case readiness.

Education and Training

Savannah College of Art And Design | Savannah, GA

Bachelor of Arts in Technical Animation

05/2026

Certifications & Licenses

- Adobe Photoshop Certification

Websites & Social Links

- www.linkedin.com/in/shreya-sateesh-b64648230
- <https://shreyasateesh2.artstation.com>

Projects

The Unconscious (Independent Film) | Jan 2025 – Present

Director, 3D Artist, 2D Animator, Storyboard Artist

- Directed independent film while contributing across modeling, texturing, animation, and storyboarding
- Used Excel to organize assets, track progress, and prioritize tasks across production
- Edited animatics in Adobe Premiere Pro during development
- Developed leadership, problem-solving, and time management skills across a multi-role pipeline

Maskirovka (Capstone Film) | Sep 2025 – May 2026

3D Modeler, Texture Artist, Lighting/Compositing, 2D Cleanup, Storyboard Artist

- Created 3D texture guide in PowerPoint and used Flow Studio for production tracking and collaboration
- Produced 3D models and textures while supporting lighting, compositing, rendering, and 2D cleanup
- Collaborated across departments to maintain consistency and efficient workflow
- Strengthened communication, attention to detail, and task prioritization in a team production environment

Fred's Food | Mar 2025 – May 2025

3D Modeler, Texture Artist, 2D Animator, Storyboard Artist

- Contributed across modeling, texturing, animation, and storyboarding
- Helped translate storyboards into animated sequences while maintaining visual continuity

Fantabulous Life of Francis Frunk | Jan 2025 – Mar 2025

2D Animator, Storyboard Artist, Visual Development Artist

- Contributed to early visual development, storyboarding, and 2D animation
- Supported development of the film's visual style from concept through animation