MOHAMED THANISH

+1 778 872 4702
thanishasanartist@gmail.com
Burnaby, BC, Canada
www.mdthanish.com

A Senior Animator with 17+ years of experience creating gameplay and cinematic animations for AAA games, TV series, and film. Credits include Gears of War: E-Day, Apex Legends, Total War: Warhammer III, Troy, Grand Theft Auto V, and Red Dead Redemption 2. Expert in hand-keyed and mocap workflows, Unreal Engine, animation supervision, cross-disciplinary collaboration, and workflow automation.



EXPERIENCE

Senior Gameplay Animator
Little Zoo Studio – AAA Project (NDA)
Jun 2026 - Present

- Create and implement hand-keyed gameplay animations directly in Unreal Engine.
- Refine motion capture performances generated with Meshcapade, using in-engine animation workflows.
- Take on animation supervision responsibilities, supporting reviews, feedback, and team coordination.
- Develop Python workflow automation, including a project launcher that streamlines multi-step production startup via Venn Workspace.
- Build Unreal Editor Utility Widgets, including an Animator Startup Toolkit that improves daily animation workflows.

Gameplay Animator
The Coalition – Gears of War: E-Day
Oct 2025 - May 2026

- Create mocap based gameplay animations for characters, props and weapons and animated sets for locomotion, motion matching, melee combat, covers, executions, character selects and moments
- Collaborate with teams like tech-art, VFX, Audio, UI, design, franchise-brand, etc.

Senior Animator - External Development
EA - Respawn Entertainment - Apex Legends
Jan 2023 - Sep 2025

- Supervise, review, and provide feedback on external animation work for Apex Legends, ensuring vendors deliver high-quality ground emotes, skydive emotes, and character selects (Ex-Dev support of 12-24 emotes and 1-2 character selects per season).
- Partner with core-dev animation, tech art, model shop, concept art, design, engineering, product, narrative, audio, and VFX teams, and coordinate with external and core-dev producers, to set expectations and ensure timely delivery of polished external work.

SKILLS

Keyframe Animation
Motion Capture
Gameplay & Cinematics
Game Implementations
Storyboarding & Animatics
Sketching
Photography
Acting
Voice acting
Automate tools using MEL
Python Automation &
AI-Assisted Workflows
3D modelling

PORTFOLIO

Apex Legends - Animation Reel
Red Dead Redemption 2 - Reel
Warhammer III - Ghorgon Reel

EDUCATION

PG Diploma in 3D Animation
Image College of Arts & Animation

Bachelors Degree in Microbiology
Madurai Kamaraj University

- Polish, finalize, and integrate external animation assets into the game engine.
- Develop tutorials, documentation, and tools to support vendors and core teams, helping establish a smooth and efficient external animation pipeline.
- Produce both hand-keyed and motion capture animations for internal content, and perform and assist with motion capture and Xsens shoots.
- Participate in animation triage and troubleshoot external and internal bugs.

Senior Gameplay Animator

Creative Assembly - Total War: Warhammer III . Troy

Nov 2019 - Jan 2023

- Animated and integrated hand-keyed and motion capture gameplay animations for Total War: Warhammer III.
- Worked closely with design, art, tech, VFX, and audio teams.
- Tools Owner: Provided support and feedback on improving internal animation tools and workflows.
- Conducted motion capture shoots, edited data, and ensured seamless in-engine implementation.
- Helped train and onboard junior animators.

Senior Cinematic Animator

Rockstar Games - Red Dead Redemption 2
Grand Theft Auto-V

Jul 2015 - Oct 2019

- Created mocap body animations for characters; keyframed creatures, props, in-game animations, vignettes, camp conversations, and walk-and-talks.

3D Animator

Xentrix Studios

Oct 2012 - Jul 2015

- Produced keyframe animations for characters, props, and vehicles for TV shows, DVDs and a feature film projects: **Beware the Batman, Lego Simpsons, Angry Birds 3D ride, BILAL.**
- Met tight deadlines and collaborated closely with animation leads and producers

Animation Mentor

ICAT Design & Media College

Jul 2011 - Jul 2012

- Delivered instruction in animation fundamentals, 3D workflows, storytelling, and industry-standard tools, while evaluating student performance and creative growth.
- Mentored students on projects, portfolios, and demo reels, aligning academic output with professional animation, VFX, and game-art standards.
- Contributed to curriculum development, industry engagement, and academic initiatives to ensure programs stayed current with evolving creative pipelines.

Animator

Sanraa Media & DQ Entertainment

Mar 2008 - Mar 2011

- Animated for series for various international clients in projects: **Mickey Mouse Clubhouse, Peter Pan, Casper, Jungle Book, and Magic Roundabout**

CERTIFICATIONS

The Ultimate 2D Top Down - Unreal Engine Course
Instructor: Cobra Code

Space Switching Animation & Workflow Training
Instructor: Laura Lico (formerly Richard Lico)

How to Animate 2D FX Fire
Instructor: Quentin Cordonnier

Intro to Blender for Storyboards and Animatics
Instructor: Paul Coulthard

Introduction to Python
Certified from: Sololearn

AWARDS

Best Faculty Award - 2012
ICAT Design & Media College - India

TOOLS

Autodesk Maya
Autodesk MotionBuilder
Cascadeur
Blender3D
Adobe Photoshop
Adobe Premiere Pro
Adobe After Effects
DaVinci Resolve
Toon Boom
TV Paint
Procreate
Python
Perforce
JIRA
ShotGrid
SyncSketch
Venn Workspace
Egnyte

Game Engines
Unreal . Rage . Warscape . Source

LANGUAGES

English . Fluent
Tamil . Native
Arabic . Reading and writing proficiency
Hindi, Malayalam, Telugu . Basic