

# MOHAMED THANISH



+1 778 872 4702

thanishasanartist@gmail.com

Burnaby, BC, Canada

[www.mdthanish.com](http://www.mdthanish.com)

A Senior Animator with 15+ years of experience creating high-quality cinematic and gameplay animations for AAA games, TV series, and film. Game credits include Apex Legends, Total War: Warhammer III, Troy, Grand Theft Auto V, and Red Dead Redemption 2. Expert in both hand-keyed and motion capture animation workflows across global studios.

## EXPERIENCE



### Gameplay Animator

#### The Coalition - **Gears of Wars: E-Day**

Oct 2025 - Present

- Create mocap based gameplay animations for characters, props and weapons and animated sets for locomotion, melee combat, covers, executions and frontend character selects.
- 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 work support ranges between 12-24 emotes (ground/skydive) 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 to set expectations and ensure delivery of polished external work.
- Polish, finalize, and integrate external animation assets into the game engine.
- Coordinate closely with producers on both external and core-dev teams to ensure timely delivery.
- 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.
- Perform and assist with motion capture and Xsens shoots.
- Participate in animation triage and troubleshoot external and internal bugs



## SKILLS



Keyframe Animation  
Motion Capture  
Gameplay & Cinematics  
Game Implementations  
Storyboarding & Animatics  
Sketching  
Photography  
Acting  
Voice acting  
Automate tools using MEL  
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

## Senior Gameplay Animator

### Creative Assembly – Total War: Warhammer III . Troy

Nov 2019 – Jan 2023

- Produced 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 at ICAT Design & Media College

## 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 Motion Builder

Cascadeur

Blender3D

Adobe Photoshop

Adobe Premiere Pro

Adobe After Effects

Toon Boom

TV Paint

Procreate

Perforce

JIRA

ShotGrid

SyncSketch

Ai

### Game Engines

Unreal . Rage . Warscape . Source

## LANGUAGES

English . Fluent

Tamil . Native

Arabic . Reading and writing proficiency

Hindi, Malayalam, Telugu . Basic