

# Ketan Lanke

3D Animator

## CONTACT



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Bangalore, India - 560066

## EDUCATION



### Simple Body Mechanics & Behaviours

Creature Animation Workshop  
2023 - 2024



### Bachelor of Arts (Hons) in Animation

University of Derby - England  
2019 - 2022

## TECHNICAL SKILLS



### Maya - 3+ years

- Character & Creature Animation
- Mo-cap clean up
- Facial Animation
- Scripting with Python and MEL



### Motion Builder - 1+ year

- Mo-cap cleanup & hand-keyed prop animation
- Character retargeting (Character Controls, Mapping Templates)
- Story Tool (blends, splicing, cut edits)
- Locomotion polish (stride, loops, transitions)



### Unreal Engine - 1+ year

- Animation Blueprint
- 3C implementation, animation blueprint workflow, cinematic integration

## Tools Experience

### Python / MEL - Basic working knowledge

- Animation workflow scripting and automation

### Audio-to-Face Workflow - 1+ year

- Facial animation enhancement, lip-sync refinement, dialogue performance polish

## PROFILE

Animator with experience in AAA game development, focused on motion capture-based facial performance as well as full-body and gameplay animation using Maya and MotionBuilder. Skilled in cinematic dialogue, combat and 3C animation, cleanup, and engine integration through version control tools.

## WORK EXPERIENCE AND PROJECTS

### Associate Animator

Technicolor Games - 02/2025 - Present  
Bangalore, India

- Working on cinematic facial performances for a AAA title under NDA, utilizing a muscle-based FACS system
- Working within a high-end production pipeline, focused on achieving realistic expressions and dialogue fidelity

### NBA 2K26

- Proficient in Autodesk Maya for creating AAA-standard body animations on NBA 2K26, focused on cinematic sequences—ranging from camera-based and 360-degree all-angle shots to crowd animations and multi-minute cutscenes—based on motion capture, including cleanup and hand-keyed refinements such as hand poses.
- Experienced in motion capture cleanup and technical animation polish, including foot sliding fixes, jitter cleanup in body controllers, maintaining clean arcs of motion while preserving original performance data, accurate prop alignment and placement, and detailed hand pose refinement for natural character performances
- Comfortable working with proprietary pipelines and version control systems for animation iteration management, asset integration, in-engine playback validation, and final implementation between Maya and game engine tools
- Experienced in a fast-paced, quota-driven production environment, working collaboratively with teams to complete polished shots using references and feedback
- Collaborative team player in fast-paced production environments