

Nima Bagheri

Animation | Storyboarding | Rigging

[Demo Reel](#) | [Portfolio Link](#) | [LinkedIn](#)

Summary

Animation and Game Development graduate from Simon Fraser University with hands-on experience in 3D character modeling, rigging and animation across games and short films. Skilled in creating animations in multiple mediums, and building animation-ready armatures with shape key controllers.

Projects

Arcane Redemption | Video Game | Animator, Rigging Artist, 3D Artist - 2026

- **Sole animator** responsible for creating **+80** character animations across the entire project
- **Sole rigging artist** responsible for creating **+15** armatures for all characters in the game
- Created the 3D models for the playable character and the final boss

Zvezda-13 | Video Game | Animator, Asset Designer, Pixel Artist - 2025

- Responsible for animating **+4** states for one of the enemies
- Designed **+10** in-game item assets, maintaining visual consistency across the project

Love Out of This World | Video Game | Character Artist, Background Artist, CG Artist - 2025

- Responsible for creating **+50** character sprites using various techniques of vector, raster drawing and pixel art
- Designed **+5** background artworks, using techniques of 3D modeling and digital paint-over
- Created **+5** CG artworks for various endings and cutscenes for the game

Mail Mischief | Animated Short Film | Animator, Rigging Artist, 3D Artist, Storyboard Artist - 2024

- Fully modeled and rigged a major character for the film with a customized animation-friendly rig, including keyframable facial expressions and shape controllers
- Animated the entirety of **+10** shots, responsible for character, camera and environmental movement
- Responsible for creating **+30** storyboard shots for the film

Education

Simon Fraser University | 2023 - 2026

- Majored in **Interactive Arts & Technology**
- Concentrated in **Extended Reality & Game Design**

Fraser International College | 2021 - 2022

- Majored in **Communication, Arts & Technology**

Skills

Technical Skills

- Blender
- Autodesk Maya
- Adobe Animate
- 2D Animation
- 3D Animation
- Storyboarding

Languages

- English
- Persian (Native)

Contact Info



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[Portfolio Website](#)