

Uma Lodhi

2D Animator, Character Animation & Full Pipeline Artist

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PROFESSIONAL SUMMARY

2D Animator with 5+ years of hands-on production experience across character animation, full pipeline ownership, kids' series, horror narratives, and game animation. Deep expertise in character acting, body mechanics, timing & spacing, expression design, and scene-level animation using Adobe Animate CC and After Effects. Proven ability to deliver high-quality animation across multiple genres and formats — from animated series and rhymes to mobile game sequences and short-form digital content. Currently leading 2D animation production at Golden Wheel Pictures, directing artists and delivering episode-level content for original kids' IP.

PROFESSIONAL EXPERIENCE

Golden Wheel Pictures, Senior Animator / Animation Lead 09/2025 – Present | Gurugram

- Animation Lead: Lead 2D animation production for original kids' series and rhymes — directing artists, reviewing scene output, and maintaining animation quality and consistency across episodes.
- Character Performance: Animate key character scenes with a focus on acting, expression, weight, and timing to bring scripts to life with emotional clarity.
- Team Direction: Direct a team of 2D artists on scene-level execution — providing feedback on body mechanics, timing, and visual consistency.
- Pipeline Management: Oversee animation pipeline from scene assignment through final delivery, coordinating with writers and production teams.
- Software: Adobe Animate CC, Photoshop, Premiere Pro, Generative AI Tools.

Blockmatic Technologies LLP, 2D Animator / Visual Story Contributor 04/2025 – 08/2025 | Indore

- Character Animation: Animated horror-genre characters with emphasis on mood-driven performance, atmospheric timing, and tension-building movement.
- Visual Narrative: Created frame-by-frame animated sequences for horror narratives with strong continuity and storytelling pacing.
- QC & Delivery: Reviewed animation assets for visual, timing, and continuity errors; ensured clean delivery across all production deadlines.
- Software: Adobe Animate CC, Photoshop, Premiere Pro, Generative AI Tools.

Wollybee LLP, 2D Animator — Full Pipeline Artist 11/2022 – 03/2025 | Indore

- Series Animation: Core animator on Tales of Tonny the Monny — animated character scenes, expressions, and action sequences across multiple episodes over 2.5 years.
- Full Pipeline: Owned end-to-end animation production independently across kids' and game content.
- Game Animation: Developed animation sequences and interactive scene layouts for Wollybee's mobile game application — including frame-by-frame character movement and environment transitions.
- Character Design: Designed characters, expression sheets, and background layouts to maintain consistent visual language across the series.
- Software: Adobe Animate CC, Illustrator, After Effects, Premiere Pro, Generative AI Tools.

24 Karet India Pvt. Ltd., 2D Animator / Character Designer 11/2021 – 11/2022 | Bhopal

- Animation: Animated kids' and horror content for diverse clients — delivering polished frame-by-frame animation across multiple formats and genres.
- Character & Concept: Designed characters and horror narrative visuals with focus on atmosphere, expression, and tension-driven acting choices.
- Editing & QC: Assembled and edited animated sequences; performed visual and continuity QC before final client delivery.
- Software: Adobe Animate CC, After Effects, Photoshop, Premiere Pro.

Praadis Technologies Inc., Motion Graphics & Animation Intern 08/2020 – 10/2021 | Bhopal

- Animation: Produced animated explainer videos and educational content using After Effects — building a strong foundation in timing, visual pacing, and character-driven motion.
- Motion Design: Created animated infographics and visual explainers; developed early skills in keyframe animation and motion principles.
- Software: After Effects, Adobe Audition, Photoshop.

EDUCATION

Master of Computer Applications (MCA), Technocrats Institute of Technology, RGPV University 2018 – 2021

Bachelor of Computer Applications (BCA), Extol College, Bhopal 2015 – 2018

CORE COMPETENCIES

2D Animation

2D character animation, Character animation, full pipeline production, game animation

Software

Adobe Animate CC, After Effects, Photoshop, Premiere Pro, Illustrator

AI-Assisted Workflow

Midjourney, Kling, Chat GPT, Gemini — for reference generation, concept visualization, and production acceleration

Content Genres

Kids' series, animated IP, horror narratives, game animation, rhymes, educational content