



PRIYA COELHO

3D character animator with five years across feature shorts, game cinematics, and series TV. Known for nuanced facial performance and clean physical acting. Direct on giving and receiving notes, and growing into shot-lead responsibilities.

PROFESSIONAL EXPERIENCE

CHARACTER ANIMATOR

NORTHCAPE ANIMATION, BURBANK, CA | MARCH 2022

- Animated 63 hero shots across two seasons of a Netflix CG series, including the lead's emotional arc in the finale.
- Took over as shot lead on three episodes, running review with the supervisor and dividing work across four animators.
- Cut average shot revision count from roughly five rounds to three by tightening blocking standards across the team.
- Mentored two juniors through their first hero shots, including weekly one-on-one note sessions.

ANIMATOR

SABLE COMET GAMES, IRVINE, CA | MARCH 2020 – JUNE 2022

- Delivered cinematic and in-engine animation for an action RPG, including 40-plus combat traversal moves.
- Worked with the design team to tune timing for parry windows and recovery frames.
- Built a motion-capture cleanup workflow in MotionBuilder that trimmed cleanup time by about a third per take.
- Reviewed outsource vendor work and wrote back retake notes with frame-specific timecodes.

EDUCATION

BFA

Character Animation, CalArts | February 2019



Burbank, CA



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KEY SKILLS

- Maya, MotionBuilder, Unreal Engine 5, Blender
- Character acting, combat animation, mocap cleanup
- Shot leadership, vendor review, mentoring
- ShotGrid, Perforce, Jira, Frame.io