



Udbhav Jain

Lead Animator

Project Management | Animation Production
Interactive Motion | Visual Narrative

(+91) 9999479916
udbhavj.work@gmail.com

Linkedin Profile
www.udbhavj.com

As a lead animator with 8 years of experience in animation production, I excel in planning, organizing, and optimizing workflows while overseeing dedicated graphics teams. Over this time, I've honed expertise in developing style guides, script visualization, storyboard assessment, asset creation, and animation.

My curiosity in visual media continues to grow alongside my evolving skills in motion graphics, character animation, and UI/UX motion.

Production Toolcase

Adobe After Effects | Adobe
Illustrator | Adobe Premiere Pro | Rive
Adobe Photoshop | Comfy UI

Managerial Toolcase

Frame.io | MS Planner | Filezilla |
Make (Automation integration) |
Learning Management Systems

Experience Timeline

Oct 2022-Present

● **Lead Animator**

May 2021-Sept

● **Sr. Animator**

June 2020-May

● **Motion Graphics Animator**
JoVE

Aug 2017-Dec 2019

Research Associate
IIT Bombay

May 2016-June 2016

Animation Intern
Connective Learning Initiative,
TISS, Mumbai

Education

July 2015-July 2017

M.Des, Animation Design
IDC School of Design, IIT Bombay
GPA: 8.5

July 2011-July 2015

B.Tech, Mechanical Engineering
Inderprastha Engineering College,
Ghaziabad (U.P.)

Work experience

JoVE | Lead Animator

JoVE is an edtech company that produces research-based videos for researchers and university students in a variety of disciplines.

Currently, my role encompasses a range of responsibilities, including:

- **Workflow Management:** As the Team lead, I oversee the entire production workflow, including deliverables, tracking and approvals of over 70 monthly videos.

In pre-production I assess storyboards to simplify complex actions, remove repetitive ones, and modify animations to fit 2D animation limitations.
- **Team Management:** I manage a team of animators, including internal training, monitoring their KPIs, assigning and reviewing projects and assistance with team queries.
- **Optimization and Research:** I streamline internal processes by creating animation templates, process SOPs and style guides. I also perform data collection to identify production patterns, which aids in process customization.

I conduct research on emerging trends in **AI experimentation and automation**, exploring modular AI frameworks to design custom process-driven tools.

IIT Bombay | Animation Designer

Open Design School is an online design course series developed by the IDC department of IIT Bombay, supported by the Ministry of Education of India. The objective was to introduce design concepts to non-design students.

As an Animation designer, my responsibilities included:

- **Script Visualization:** Deciding on the script portions to be animated and visualizing them during pre-production.
- **Animation Production:** Creating motion graphics, compositing, and editing scenes in post-production.
- **Instructional Design:** Preparing a bank of quiz questionnaires based on the course content for students.

Work experience

Freelance

Social Research Ethics | Motion Graphics Animator and E-learning Designer

Social Research Ethics is an online course developed by the Tata Institute of Social Sciences (TISS) and the Forum for Medical Ethics Society (FMES). This course aims to raise awareness of research ethics and understanding the application of ethical reasoning in social research.

I developed the overall course style for animated text and infographics to highlight the lecture points throughout the course.

Internship

CLix (Connective Learning Initiative) | Motion Graphics Animator

Connective Learning Initiative was a collaborative project involving Tata Trusts, Tata Institute of Social Sciences, and MIT. Its objective was to create a virtual platform to enhance academic education. During my internship, I had the following responsibilities:

- Developing audio-visual stories in a motion comic format to teach English communication to young students.
- Creating the official CLix logo animation.
- Initial ideation for the structure of a forum for teachers from different regions, so they could collaborate virtually.