

Ganesan Mahul Vengsar

Pre-Viz/Layout/Unreal Engine (TD)

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PROFILE

- 13+ years of experience in Pre-Production Department as generalist.
- Specialised in Pre-visualisation, Cinematic Designing, Layout and Programming.

SKILLS

Primary: Maya, 3D Max, Unreal Engine, Blender, Motion Builder, Premiere, After Effects, Photoshop, C++, Python

Libraries: OpenMaya, maya.cmds, PySide 2

EXPERIENCE

ZeniMax Online Studio (via. Radical Forge Ltd.) ([Website](#))

London, UK

Feb 2024 - August 2025

Cinematic Designer

Worked on development of ZeniMax's proprietor game engine for Unannounced Sci-Fi game project. I was sole cine designer for the whole game responsible making in-game cinematics.

Software: Maya, Unreal Engine, Python

Framestore ([Website](#))

London, UK

Senior Previs Artist

Was responsible for making previs, also with my generalist skills, I helped different department to create unreal cinematics, building rigs, pipeline tools during my idle hours.

Feature Film: F1 (2025)

Gladiator (2024)

Doctor Who (2024)

Software: Maya, Unreal Engine, Python and C++

Jan 2023 – Feb 2024

Skydance Animation ([Website](#))

Madrid, Spain

June 2021 - Jan 2023

Senior Rough Layout TD/Artist

As a TD, I was helping rough layout artist by fixing any issues related to shot creation. Also helping creating previs related rigs, effects and tools

Feature Film: Spellbound (2024)

Luck (2022)

Bad Luck Spot! (2022)

Software: Maya, Python and C++

Anibrain Digital Technologies ([Website](#))

Pune, India

Aug 2019 - April 2021

Lead Previs Artist/Senior Layout TD/Post-Viz Artist

Was responsible for doing Previs, VFX layout. Virtual production using unreal engine.

Feature Film: Baahubali Before the Beginning - Unreleased

Feature Film: SAS Red Notice (2021)
Creation of the Gods I: Kingdom of Storms – (2023)
Holiday on Mars (2020)

Software: Maya, Unreal Engine, Nuke Studio and Python

Prana Studios ([Website](#))

Mumbai, India

June 2017 - July 2019

Lead Previs Artist/ Senior Previs Artist

Responsible for doing previs for 3D Animation, VFX

And lots of 180 theatrical Simulator Ride films

Feature Film: Manikarnika - The Queen of Jhansi (2019)

Game Cinematic: Spell Break (2020) - A Game Trailer

Feature Film: Watership Down (2018)

Tumbad (2018)

BeatBugs S-3 (2018)

Hunan: Flight of the Phoenix (2018) - Ride Film

Kaadan (2021)

Legend of Oryx (2019) - Ride Film

Software: Maya, Unreal Engine, Photoshop, Python

ImageMaker Advertising Inc. ([Website](#))

Vancouver, Canada

July 2016 - Oct 2016

Senior CG Artist (Remote)

Doing 3D Modelling for Automation and construction industries.

Software: Maya, Unreal Engine, Photoshop

Transtale Entertainment ([Website](#))

London, United Kingdom

Jan 2014 - June 2016

Previs Supervisor/Artist

Sole pitch-vis creator a 3D animation film.

Independent Feature film: The Secret Princess - Unreleased

Software: Maya, Unreal Engine, Adobe Premier, After Effects

Classical Animated | Glorious Films ([Website](#))

Montreal, Canada

June 2013 - Aug 2013

Rigger

Creating Character rig and Tools.

Independent Feature film: The Promise: Birth of The Messiah (2013)

Software: XSI, Motion Builder, JavaScript

The Third Floor Inc. ([Website](#))

Montreal, Canada

Feb 2013 - April 2013

Previs Artist

Feature film: X-Men: Days of Future Past (2014)

Software: Maya, Motion Builder, After Effect

Arista Automation Pvt. Ltd. ([Website](#))

Chennai, India

Oct 2010 - April 2011

3D Graphics Animator

Software: 3D Max, V-Ray, After Effects, Photoshop, Illustrator, InDesign, HTML

EDUCATION

Vancouver Film School

Vancouver, Canada

Jun 2011 - July 2012

Post-Graduate, Diploma in 3D Animation and Visual Effects

Anna University

Chennai, India

Aug 2005 - May 2009

Undergraduate, Bachelor of Computer Science Engineering

Arena Animation Academy

Chennai, India

Feb 2007 - April 2009

Certificate in Digital Film Making & Special FX
