



Win Leerasanthanah



azawindam@gmail.com
+ 1 2 0 6 . 3 9 0 . 1 4 5 5

www.winanimates.com
password : winleeras

 [linkedin.com/in/win-leerasanthanah/](https://www.linkedin.com/in/win-leerasanthanah/)
 [imdb.com/name/nm7644773/](https://www.imdb.com/name/nm7644773/)

SKILLS

Previsualization/Layout:

Character Animation
Creature Animation
Cinematography
Camera & Layout
Postvis
Techvis
Virtual Production
Storyboarding
Tracking
Motion Capture
Prop Rigging
Editing
Compositing
Pitching

Unreal Engine:

Character Animation
Creature Animation
Sequencer
Cinematics
Niagara Particles
Retargeting Rig
Lighting
Rendering
Console Commands
Layer Materials

EXPERIENCE

Lead Previs Artist

Day for Nite || *November 2022 - April 2023*

- Establish a series of previs shots to form a sequence.
- Work in areas of animation, tracking, shot composition, layout and lighting.
- Coordinate with Pipeline team and Producer to ensure quality production.
- Compose and block a sequence of shots for other artists to animate.

Previs Artist

The Third Floor Inc. || *February 2017 - November 2022*

- Establish previs shots from storyboard and script.
- Direct the staging and cinematography of vfx shots with 3D assets.
- Revise shots from supervisors' and leads' feedback.
- Integrate previs with live action plates for postvis.
- Calculate camera movement, eyeline location and actor's position to match the previs - techvis production.
- Cleanup, accentuate and apply mocap animation.
- Draft diagrams to measure the layout and staging for filming crew.
- Operate VR headset and tablet for projects that require virtual production.
- Implement Unreal Engine for output with lighting, rendering and effects.
- Ensure that previs is compatible with the film set and camera specs.

SOFTWARES

• Maya • MotionBuilder • Unreal Engine • Mixamo • Nuke • Premiere Pro • After Effects • Photoshop • Mari • ViconBlade • PFTrack • Python • MEL

EDUCATION

Master of Fine Arts in Animation (2016)

Savannah College of Art and Design Savannah, Georgia

Bachelor of Fine Arts in Architectural Studies (2013)

University of Washington Seattle, Washington

AWARDS/HONORS

***The Fallen Swan* (2017)**

Official Selections:

- Burbank Film Festival (2017)
- Full Bloom Film Festival (2018)
- Meraki Film Festival (2018)
- Richmond International Film and Music Festival (2018)
- Savannah Film Festival (2017)
- Southern Shorts Awards (2017)
- Weyauwega Film Festival (2017)
- Cinema Camp Film Festival (2017)
- Kids Film Fest (2018)
- SHORT to the Point (2018)
- Eurovision Palermo Film Festival (2019)
- French Independent Film Festival (2019)
- Malta Film Festival (2019)
- Austria International Film Festival (2019)
- Rome Film Awards (2019)
- Austin Film Festival (2017)

Prizes:

- Southern Shorts Awards (2017)
 - Award of Excellence
- Full Bloom Film Festival (2018)
 - Best Animation

PROJECTS

Feature Films:

- The Marvels* (2023)
- Antman: Quantumania* (2023)
- Thor: Love and Thunder* (2022)
- The Eternals* (2021)
- Jungle Cruise* (2021)
- The Tomorrow War* (2021)
- Chaos Walking* (2021)
- 6 Underground* (2019)
- Terminator: Dark Fate* (2019)
- Spiderman: Far From Home* (2019)
- Men in Black: International* (2019)
- Godzilla: King of the Monsters* (2019)
- Pokémon: Detective Pikachu* (2019)
- Avengers: Endgame* (2019)
- Bumblebee* (2018)
- Skyscraper* (2018)
- Solo: A Star Wars Story* (2018)

Television Series:

- Loki* (2021)
- WandaVision* (2020)
- For All Mankind* (2019-2021)

Short Films:

- The Fallen Swan* (2017)
- The Room Consultant* (2016)
- Kabir* (2015)
- Plank* (2014)
- Aground* (2014)

Interactive Games:

- Cinematic trailer for *Apex Legends* (2019)
- Dino Batter* (2016)

Screenings:

- Seattle Film Festival (2011)
 - Catch and Release* short film

Published Work:

- Illustrator for *Thai Folk Wisdom*