

# Saamir Ahmed

CG Animator: [saamir.net](https://saamir.net)

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## Experience

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### Pixar Animation Studios

June 2025 - August 2025

Animation Intern • Emeryville, CA

Working on-site animating classic Pixar characters on various body mechanics and acting assignments. Studied under lead, directing, and supervising animators, learned Pixar's proprietary Presto animation software, and participated in meetings and dailies to learn the tools and paradigms of Pixar's feature film pipeline.



### Steamroller Animation × Epic Games

February 2025 - May 2025

Animator • Remote

Worked on [Fortnite](#) in collaboration with client Epic Games, creating high-quality, polished emotes that met gameplay and style requirements. Gained experience using Epic's proprietary tools and animation pipeline while delivering assets on a fast-paced production schedule.

## Education

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### Animation Mentor

August 2024 - March 2025

Character Animation Program

Advanced-placed into the penultimate class, training under **Boola Robello** (AN05) and **Sean Sexton** (AN06), focusing on complex acting, performance, and feature-level polish.



### The University of Texas at Dallas

August 2020 - May 2024

B.A. in Animation and Games • Summa Cum Laude (4.0 GPA)

Concentration in 3D character animation, modeling, rigging, 2D animation, and scripting, with experience in simulated production environments through student lab projects.

## Skills

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**Specializing in keyframe animation for feature film and AAA games**, with a focus on **stylized realism** and **expressive character performance**. Advanced experience as a generalist across the CG pipeline: character modeling, rigging, Python scripting, and storyboarding.

### Proficient with many industry-standard software:

Pixar Presto, Autodesk Maya, Blender, Unreal Engine 5, ZBrush, Toon Boom Harmony, Photoshop, Clip Studio Paint, Krita, Premiere Pro, DaVinci Resolve, REAPER, Autodesk Flow (Shotgrid/Shotgun), Google Suite, Notion