

SAMEER HUSSAIN

STORYBOARD & ANIMATICS ARTIST

Delhi, India · hussainzsameer@gmail.com · www.thesameerhussain.com

PROFILE

Storyboard and animatics artist with nine years across television animation, film, and advertising. I turn scripts into clearly staged, well-timed sequences — acting, comic and action timing, camera language, and continuity — boarded panel by panel and cut into animatics. Equally at home on 2D boards and 3D previs in Blender, and now writing as well as boarding.

SELECTED CREDITS

- Series** Kian Aur Kiki Ka Magical World (Cartoon Network) · Motu Patlu · Angry Birds Slingshot Stories · Roll No. 21 · Titoo · Pinaki & Happy: The Bhoot Bandhus · Bittu Bahanebaaz · Bhaagam Bhaag · Gadget Guru Ganesha · Selfie with Bajrangji · Bapu
- Film & Previs** Ramayana — storyboard & 3D visualization · Ashi Hi Jamva Jamvi — animated song (direction & animation)
- Advertising** Asian Paints · Lay's · Colgate · Havells · Fair & Lovely

EXPERIENCE

- Storyboard Artist & Writer — Cosmos Maya** CURRENT
Board and help write episodic animation from script to screen; drive staging, timing, and continuity while keeping style and tone consistent across episodes.
- Storyboard Artist — DNEG** RECENT
Storyboarding and 3D visualization within high-volume film and series pipelines, working closely across creative and technical teams.
- Storyboard Artist — Popcorn Animation** PRIOR
Boards and sequence development for *Roll No. 21* and *Bhaagam Bhaag*.
- Storyboard Artist — Lioneye Studio** PRIOR
Boards for *Titoo* and *Amar Chitra Katha* adaptations.

SKILLS

- Storyboarding** Toon Boom Storyboard Pro · Toon Boom Harmony · Adobe Animate
- 3D & Previs** Blender (Grease Pencil, camera, layout) · author of Story Bob, a Blender storyboarding add-on
- Post & Edit** After Effects · Premiere Pro · Photoshop · Illustrator
- Craft** Staging · acting · comic & action timing · camera language · continuity · script-to-screen
- Also** Comfortable folding AI-assisted previs into a board pipeline when a production calls for it.