

POORNIMA MEEGAMMANA

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Unreal Instructor, Lecturer in Animation

Animator, Educator and filmmaker with a passion for storytelling. Skilled in directing, animation, and cinematography with three years undergraduate teaching experience. Currently pursuing a thesis on “Optimum Workflows for 3D character animation in linear content production with Unreal Engine”

Forbes 30under30 | Adobe Creativity Scholar | Epic Games Unreal Fellow

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PROFESSIONAL EXPERIENCE

Unreal Authorised Instructor Partner For Epic Games

12/2022 – Present

- Delivered Unreal Engine training for 30 students with focus on DCC workflows, world-building, lighting, post-processing, materials, sequencer resulting in an average course completion rate 76%.

Animation Supervisor, Pixel VFX

05/2022 – Present

- Leading a team with 5 Animators and 2 riggers to create a 15 min animated film with Unreal Engine
- Setting up project workflows and providing examples and benchmarks for the team to follow.

Lecturer, AOD - Academy of Design

01/2020 – Present

- Teaches Game Design with Unreal Engine, Animation and Film Theory for over 70 students studying BA (Hons) Motion Graphics and Animation degree with a 95% course completion rate.
- Provides mentoring, technical support, feedback for student projects and evaluates final projects

Visiting Lecturer Animation and VFX - NIBM School of Computing

09/2019 – 2022

- Taught Animation and Video Production for over 250 students studying BA (Hons) Creative Multimedia, Resulting in an 88% course completion rate.
- Developed the curriculum for the Bachelor of Digital Film Making" degree for NIBM.
- Providing mentoring, support, feedback for student projects and evaluating of final projects

Creative Director - Inzperia International (Pvt) Ltd

01/2018 – 12/2021

- Conceived and implemented tailored concepts and strategies for creative projects.
- Directed animation and video production projects and oversaw them to completion.
- Fulfilled the role, Director of Photography for films produced.

Adobe Lead Educator, Adobe Youth Voices (Part-Time)

03/2016 – 12/2019

- Developed the curriculum for film production and trained 1500 youth in photography, film to express their voices.
- Mentored and guided students to win several international awards for their creative productions.

EDUCATION

MA Design Innovation (Ongoing – Part Time)

06/2020 – 05/2023

De Montfort University UK –

Thesis: Optimum Workflows for 3D character animation in linear content production with Unreal Engine

BA (Hons) Motion Graphics and Animation (Second Class Honors Upper)

01/2015 – 11/2017

Northumbria University, UK

Diploma in Film Production

12/2012 – 11/2014

YES Film School, Kandy, Sri Lanka

SKILLS

- ◆ Teaching
- ◆ Game Design
- ◆ Cinematography
- ◆ Film Directing
- ◆ Lighting
- ◆ 3D Animation and Rigging
- ◆ Project Management
- ◆ Mentoring

TOOLS

- ◆ Unreal Engine
- ◆ Autodesk Maya
- ◆ Adobe tools
- ◆ Z Brush

SPECIALIZED PROFESSIONAL TRAININGS

Unreal Engine Virtual Production Fellowship - Women Creators Program

2022

Epic Games

Adobe Lead Educator Training

2015 – 2016

Adobe Foundation AYV Program

ACHIEVEMENTS, PANELS AND TALKS

Achievements

- Forbs 30 Under 30 - 2022
- Adobe Creativity Scholarship – 2013
- Winner Adobe UNICEF Challenge (Short Film)– 2013
- Featured artist UN Youth Assembly – 2020
- UNESCO Prize for Girls' Education – 2020
- Winner Adobe Aspire Awards – 2013

Panels and Talks

- **ACM SIGGRAPH - 2020**
Speaker on the topic “Bringing Diversity and Inclusion to Creative Education and industry In”
- **ICA Conference - 2022**
Speaker on the topic Animation & Design education in South Asia.
- **High-level Dialogue - WSIS – 2020**
Panelist at High-level Dialogue on 15 Years WSIS by ITU