

# Karthik Barathithasan

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Brisbane, Australia

## ABOUT ME

I have always been fascinated by storytelling and finding ways to share my ideas with others. Animation became the perfect medium for me, as I believe stories are more powerful when experienced visually rather than simply heard. With over two years of professional experience and a background in technology, animation, and interaction design, I enjoy combining creativity with technical skills to create meaningful and visually engaging experiences. I am passionate about continuously learning and refining my craft, whether through animation, web development, or digital media, with the goal of creating work that connects with people and leaves a lasting impression.

## EXPERIENCE

### 3D Animator

April 2024 - July 2024

FUTR Studio

- Created 3D animations for the studio's AI influencer project and produced content for its Instagram presence.
- Developed animated sequences and visual assets tailored for short-form social media content.
- Gained experience in social media content strategies, audience engagement, and platform-specific trends.
- Collaborated with the creative team to deliver engaging content aligned with the influencer's online identity.

### 3D Animator

December 2020 - July 2022

Totality Corp, India

- Progressed from a 3D Animation Intern to a full-time 3D Animator at Totality Corp, contributing to content for the Zoinverse YouTube channel and mobile game projects.
- Adapted to multiple production pipelines, transitioning from Roblox Studio to Blender and implementing animations in Unity 3D.
- Created character animations, rigs, promotional trailers, and animated content for YouTube, unreleased games, and the mobile game Runbhum.
- Collaborated with animators, artists, and developers through sprint meetings while also independently producing animations for game and film projects.
- Developed skills in character acting, comedic timing, visual storytelling, and content production within both team-based and independent workflows.

## EDUCATION

### Master of Interaction Design

July 2024 - July 2026

University of Queensland

**Relevant coursework:** User Interaction, User Experience, User Research, Web Development,

### 3D Character Animation Diploma

Sept 2022 - Aug 2023

Vancouver Institute of Media Arts

**Relevant coursework:** 3D character Animation, Storytelling, Layout, Video editing, Life Drawing

### Bachelor of Engineering

Aug 2017 - Mar 2021

Computer Science, Saveetha Engineering College (Anna University)

**Relevant coursework:** Programming, SQL, Web development, Python coding, C Programming

## PROJECTS

### Dizzy Dancer

2026

University of Queensland

A collaborative carnival-style game where one player controls movement prompts while two players dance and compete for the highest score.

- Developed the web-based gameplay interface, including audio synchronization, scoring, and visual feedback systems.
- Managed the project workflow by organizing team responsibilities, monitoring progress, and ensuring timely completion of project milestones.
- Built and integrated custom hardware modules using microcontrollers, sensors, and wireless controllers for physical interaction.
- Contributed to prototyping, testing, and refining the experience, which was showcased at a public university exhibition.

### Whisper of Ocean

2026

University of Queensland

An immersive kiosk experience that uses storytelling, environmental data, and physical interaction to promote humpback whale conservation.

- Designed and developed the whale migration experience using Mapbox GL JS, allowing users to explore a calf's journey between Australia and Antarctica.
- Integrated an ESP32-powered joystick controller and researched environmental datasets to create an engaging and scientifically grounded experience.
- Conducted user research and usability testing, and collaborated with the team to refine and exhibit the prototype through iterative development.

### Interactive Walkway Wheel

2025

University of Queensland

An interactive wayfinding installation designed to help students navigate the UQ campus through shared knowledge and playful activities.

- Contributed to ideation workshops and user research to explore engaging and community-driven navigation experiences.
- Helped transform the concept from a digital tool into a physical installation featuring a spinning wheel, memory wall, suggestion box, and colour-coded map.
- Participated in sketching, prototyping, and documenting user feedback to iteratively refine the design.

### RecipeIt

2024

University of Queensland

A recipe-sharing platform concept designed to help users discover, organize, and share recipes through an accessible user experience.

- Conducted user interviews, developed personas, and performed affinity mapping to identify user needs and inform design decisions.
- Designed the website's information architecture, including recipe filtering, pantry management, and responsive layouts.
- Created the visual identity and applied accessibility and privacy considerations to support an inclusive user experience.

## TECHNICAL SKILLS

Web Design and Development | 3D Animation | User Research | Storytelling | Video Editing | Photo Editing |

## OTHER EXPERIENCE

### Kitchen Staff

Oct 2024 - Present

Burrito Bar, South Bank

- Independently managed kitchen operations during shifts, including food preparation, order coordination, and maintaining food safety and cleanliness standards.
- Assisted in front-of-house operations by taking customer orders, serving food, and providing efficient service during busy periods.

## REFERENCES

Contacts will be given upon request