CHANCHAL RATHOD

ILLUSTRATOR

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ABOUT ME

Experienced 2D artist specializing in illustration, character design, and comic book art. I bring stories to life with expressive, high-quality visuals and vibrant 2D rendering. Passionate about storytelling and design, I create characters and narratives that truly connect with audiences.

EDUCATION

2024-2025	Diploma in Animation and VFX (Currently Pursuing) Asian Academy of Film and Television (AAFT)
2021-2024	Bachelor of technology in Electronics & Telecommunications MGM's JNEC
2017-2020	Diploma in Electronics & Telecommunications MCM's Polytechnic

EXPERIENCE

2025 - now	Manager at Manikarnika Studio Project Management:
	 Expertise in coordinating and monitoring project timelines.
	 Ensuring deliverables meet quality standards and are completed on schedule.
	Team Leadership:
	 Facilitating collaboration between creative and technical teams.
	 Resolving production challenges to maintain a cohesive workflow.
	Strategic Development:
	 Assisting in defining long-term goals for the studio.
	 Identifying growth opportunities and streamlining operational processes.
	Client and Stakeholder Engagement:
	 Acting as a key point of contact for clients and stakeholders.
	 Ensuring alignment on project expectations and deliverables.
	Resource Allocation:
	 Managing studio resources effectively.
	 Balancing workload across teams to maximize productivity and creative output
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2023 - 2025	Freealiancing
	Freelance Projects
	 Character Design & Illustration
	 Designed custom characters and stylized illustrations for
	independent clients, adapting to a range of visual styles and themes.
	Comic Strip Illustration
	 Illustrated short comic strips that emphasize dynamic storytelling,
	panel composition, and expressive character work.
	Background & Asset Design
	 Dackground a Asset Design Created detailed backgrounds and visual assets for [insert project
	types, e.g., indie games, animation shorts, or web series], ensuring
	consistency with the overall art direction.