

Denys Antipenko

Character Animator

Email: denys@umych.com Portfolio: umych.com

Skills & Abilities

ANIMATION - MAYA

Character Animation

- blocking key poses
- inbetweening
- layer editing
- retargeting

Animation for Video Games

- locomotion sequences
- root actions/combat
- item/character interactions
- transitions

Cinematics/Narrative

- storyboarding
- staging
- scene composition
- cameras workflow

TECH ART

Rigging

- custom rig setup
- procedural, modular rigging with MEL
- dynamic IK/FK switches

Game Engine – Unreal 4

- assets implementation
- an. blueprints/blenshapes/montages
- cinematic sequencer setup, workflow

Qualifications

- 1 year of professional experience
- working knowledge of animation process in Maya
- strong knowledge of animation principles
- technical experience of animation integration in game engines
- ability to quickly learn new tools, acquire new skills
- strong collaboration, communication and interpersonal skills
- ability to self-manage and make responsible decisions
- passion for video games, animation, storytelling and movies

Experience

REAYER | LEAD ANIMATOR | VOID ARTS | SPRING 2019

- root motion combo-based combat system and locomotion
- character interaction cinematic finishers
- rigs for all in-game characters

KWAKU ANANSI | ANIMATOR AND TECH ARTIST | HIGH TIDE INTERACTIVE | FALL 2018

- advanced locomotion system; weapons interaction
- animation assets implementation in engine; custom blueprints
- rigs for all in-game characters; rigging scripts

THE LAST SPARK | ANIMATOR AND TECH ARTIST | FINAL HOUR STUDIOS | SUMMER 2018

- animation for in-game characters; locomotion
- animation assets implementation in game engine
- custom rigs

Education

UNDERGRAD | AUGUST 2015 – MAY 2019 | UNIVERSITY OF CENTRAL FLORIDA

- Bachelor of Arts in Digital Media – Game Design