

Denys Antipenko

Character Animator

Email: denys@umych.com **Portfolio:** <http://umych.com> **LinkedIn:** /in/denys-antipenko-25b9a48a/

Most Recent Experience

MOTION CAPTURE JUNIOR ANIMATOR - 2K MOCAP

Jan 2021 – Present

Marvel's Midnight Suns, NBA2K22, WWE and many other titles

I work as part of the Mocap Post Production Team, take part in processing captured body and face animation data. We provide motion capture for all 2K studios and IPs. I am responsible for processing captured data, aiding in setting up rigs and doing motion-editing so that the end animation is engine ready. Additionally I double as a stage technician, working with marking actors, capturing ROM's, HMC's and assisting on mocap set during shoots.

CHARACTER ANIMATOR - DARK CATT STUDIOS INTERACTIVE

Jan 2020 – Sep 2020

Djinni & Thaco: Trial By Spire

I worked with an animation team on cleaning up, refining and blending Motion Capture animations for in-game cinematics and cutscenes for the VR game. A combination of Motion Blender and Maya is used to achieve the vision of my Animation Lead and Creative Director.

ANIMATION INTERN - Monkey Suite Animation Studio

Sep 2019 – Feb 2020

I worked with an animation director on creating animation for acting shots for an indie animated TV series. Personal contribution to the project included blocking out multiple acting shots whilst referencing storyboards, setting up cameras and props, ultimately twinning key poses.

Skills & Abilities

Animation

- Combination of Hand-key and Mocap
- Bipedal and Quadruped
- Realistic and stylized
- Body and Face

Motion Capture

- Capture stage production experience
- Marker cleanup; Motion-edit
- ROMs, HMCs workflow
- Data retargeting

Qualifications

- 3 year of combined indie, AA and AAA working experience;
- 2 shipped titles, multiple yet to be released/announced AAA titles;
- strong grasp of animation principles, sense of timing, cinematic vision;
- experience working with both face and body data;
- proficiency in Maya, Motionbuilder and Shogun Live/Post. MotiveBody;
- ability to quickly learn new tools, skills and workflows;
- experience working with game engines, in-house tools, programming languages;
- passion for video games, animation, photography and movies;

Education

UNIVERSITY OF CENTRAL FLORIDA

Bachelor of Arts in Digital Media – Game Design

May 2019