Denys Antipenko   Character Animator

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

Skills & Abilities

An for Video Games
· locomotion cycles
· melee combat
· world interaction

An for Movies/Cinematics
· setting up acting shot
· blocking and polishing
· working with cameras

Game Engines – Unreal 4
· assets implementation
· an. blueprints, blenshapes, montages
· cinematic sequencer workflow

Rigging
· custom rig setup
· procedural, modular rigging with MEL

Qualifications

· 2 year of professional experience
· working knowledge of animation pipeline
· strong grasp of animation principles
· experience working with game engines: Unreal 4, Unity
· ability to quickly learn new tools, acquire new skills
· passion for video games, animation, storytelling and movies

Experience

ANIMATION INTERN   Sep 2019 – Present
Monkey Suite
   Work with animation director on acting shots using multiple characters. The workflow encompasses all stages of production from preliminary blocking to final polish pass.

CHARACTER ANIMATOR   Jan 2018 – May 2019
Game Dev Knights - *Reaver, Kwaku Anansi, The Last Spark*
   Worked with a production team on multiple small-scale projects. Animations produced for projects include locomotion cycles, object/character interactions, cinematic actions/sequences. Additionally, I worked closely with Unreal Engine in aiding of animation implementation process.

Education

UNIVERSITY OF CENTRAL FLORIDA   May 2019
   Bachelor of Arts in Digital Media – Game Design

ANIMATION MENTOR   Fall 2019
   Body Mechanics