

# Denys Antipenko

## (Character Animator)

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

### Skills & Abilities

#### MAYA

- Animation
  - Blocking
  - Event graph refining
  - Animation layers editing
  - Mocap data workflow
  - Retargeting
  - Cameras
- Rigging
  - Procedural, modular rigging with MEL
  - IK/FK switches
  - Multiple constraint setup
  - Root motion compatible

#### CINEMATOGRAPHY

- Storyboarding
- Composition
- Blocking
- Staging
- Storytelling Through Visuals

#### UNREAL

- Animation Blueprints
  - State machines
  - Per-bone blending
  - Anim notifies
  - Additive motion
  - Socket blending
- Blendspaces
- Skeleton Assets
  - Sockets
  - Curves
  - Slots
- Sequencer Cinematics

#### ANIMATION

- Locomotion
- Cinematics
- Root Motion
- Chained actions
- Transitions

### Experience

#### REAYER | LEAD ANIMATOR | VOID ARTS | SPRING 2019

- Character Rigging
- Root motion combo-based combat system and locomotion
- Character to character type of interaction finishers/cinematics

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

- Rigging library; Character rigging
- Advanced locomotion system; blending; aim offsets; animation blueprint; state machines
- Animation implementation, custom character control blueprint

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

- Character Rigs
- Animation sequence for character locomotion
- Assets and animation implementation in game engine.

### Education

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

- Bachelor of Arts in Digital Media – Game Design