

Denys Antipenko

Character Animator

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Experience

CHARACTER ANIMATOR

Jan 2020 – August 2020

Dark Catt Studios - *Djinni & Thaco: Trial By Spire*

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

ANIMATION INTERN

Sep 2019 – Feb 2020

Monkey Suite

I worked with an animation director on setting up and creating animation for acting shots. Stages of production included blocking out a scene referencing storyboards, keyposing, tweening and refining. Scenes usually included multiple characters; the production process represented that of a feature film.

CHARACTER ANIMATOR

Aug 2018 – May 2019

Game Dev Knights - *Reaver, Kwaku Anansi, The Last Spark*

I was responsible for essential animation for small-scale video games. Animations included locomotion, attacks, actions etc. Additionally, I contributed to projects by implementing animation in Unreal Engine 4, working with blueprints, blendshapes and sequencer.

Skills & Abilities

Animation

- Hand-keyed
- Motion capture workflow
- Characters and creatures

Tech-Art

- Knowledge of Unreal 4 pipeline
- Custom rigs
- Procedural rigging with MEL

Qualifications

- 2 year of professional experience; 1 shipped game title
- strong grasp of animation principles
- proficiency in Maya and Motionbuilder
- ability to quickly learn new tools and skills
- experience working as part of a creative team
- experience implementing animation assets in game engines: Unreal 4, Unity
- working knowledge of production animation pipeline for games and feature films
- passion for video games, animation, cinematography and movies

Education

UNIVERSITY OF CENTRAL FLORIDA

May 2019

Bachelor of Arts in Digital Media – Game Design