

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

- 2 year of professional experience
- working knowledge of animation process in Maya
- strong grasp of animation principles
- proficiency in game engines: Unreal 4, Unity
- technical experience of animation integration in game
- ability to quickly learn new tools, acquire new skills
- ability to self-manage and make responsible decisions
- passion for video games, animation, storytelling and movies

Experience

CHARACTER ANIMATOR

Jan 2018 – May 2019

Game Dev Knights

Reaver, Kwaku Anansi, The Last Spark

My contribution to projects was centered around creating and implementing animation sequences for video game characters. Animations produced included locomotion loops, object/character interactions, cinematic actions/sequences. Additionally, I aided in designing, creating bipedal and quadruped rigs for custom characters, implementing animation assets in game engine and setting up behavior logic.

Education

UNIVERSITY OF CENTRAL FLORIDA

May 2019

Bachelor of Arts in Digital Media – Game Design