



KHRYSTYNA OROBETS

3D CHARACTER ANIMATOR

Lviv, Ukraine · Open to remote work

[Email](#) [LinkedIn](#) [Portfolio](#) [Showreel](#)

ABOUT ME

3D character animator with 3.5 years of experience creating expressive, game-ready performances for stylized and realistic characters, blending strong body mechanics with clear, competitive gameplay readability.

EXPERIENCE – ARGENTICS



3D Animator – Last Flag

Supporting Last Flag · Jun 2024 – Present

Selected Project – Last Flag

- Rigged and skinned stylized heroes and enemies for gameplay-ready use and produced core gameplay animations (movement, traversal, combat, interactions), aligning performances with Last Flag's visual direction and game design goals.
- Keyframe animation for gameplay-ready characters across movement, combat, reactions, and interaction cycles, with a focus on readability and strong poses at gameplay distances.
- Rigging and skinning biped models using Advanced Skeleton, including weight cleanup and deformation fixes (rigging breakdown).
- Collaborates with rigging, modeling, VFX, and lighting teams in a shot-based Maya pipeline to keep scenes clean, organized, and production-ready.
- Creates gameplay-focused animation variations tuned for snappiness, responsiveness, and competitive clarity in combat encounters.
- Comfortable working with modern game-engine pipelines (Unreal-style blend spaces, montages, and animation graphs) and assisting with in-engine timing checks and root-motion validation.
- Supports internal animation reviews by preparing clear thumbnails, notes, and quick iterations on feedback from the Lead Animator and Art Director.



3D Animator – Other Projects

Feb 2022 - present

- Animating full sets of locomotion and combat motions
- Skillfully rigging and skinning biped and quadruped models
- Worked closely with an engineering team to get the full character and animations exported and imported into Unity.
- Collaborated with the Art Director and team to align character performance with the project's visual and gameplay goals.

OTHER EXPERIENCE & SKILLS

2D Artist – Sweetcode

- Designed and illustrated sticker packs for messaging apps, matching brand tone and composition requirements.

CORE SKILLS

- Autodesk Maya Advanced Skeleton Rigging Keyframe Character Animation Body Mechanics & Acting
Shot-Based Animation Pipelines Traditional & Digital Drawing Storytelling & Visual Narrative
Basic 3D modelling

EDUCATION & LANGUAGES

- Lviv National Academy of Arts – Master of Ceramic Arts (2020–2022)
- Lviv College of Applied Arts n.a. I. Trush – Bachelor of Ceramic Arts (2014–2020)
- IT STEP Academy – Autodesk Maya, Character Animation Course (2017–2018)
- Languages: Ukrainian (Native), English (Upper-intermediate)

SHOWREEL

FULL ANIMATION REEL

Embedded reel with gameplay and cinematic work across Last Flag and other projects.



