



MARTIN POŠTA

3D CHARACTER ANIMATOR

CONTACT

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SPEAKS

Czech
English

KEY SKILLS

- Eager to learn
- Fast learner
- Likes to work in a team
- Enjoys what he does
- Eating cookies
- Coffee small talk

EDUCATION

2013–17 – Film School of Academy of Performing Arts in Prague

PROFESSIONAL EXPERIENCE

2019

- Jama – 3D character animator (short) / in production

2018

- TimeTransit VR – 3D creature rigger and animator (game)
- Tin Hearts – 3D Character animator (game)

2017

- Marnie's World – 3D character animator (feature)
- NEIL – bachelors film (short film)
 - the whole pipeline – from concept to final postproduction
- Myth of Karma – 3D layout artist and 3D animator (feature)

2016

- Plody Mraků – 2D cutout animator and TD (short film)
- Rybáři – Puppet animator (short film)

WORKSHOPS

- AnimSquad 2018/19
 - intermediate with Alberto Abril / in progress
- Anomalia.eu 2018
 - with Joe Daniels (VR)
- Anomalia.eu 2017
 - with Keith Lango (VR)
- Anomalia.eu 2016
 - with Anthony Wong, Mark Oftedal (storytelling, cartoon animation)
- Anomalia.eu 2015
 - with David Toušek, Anthony Wong, Rich Quade, Ben Rush (storytelling, character animation, facial animation)

EXHIBITIONS

- Animation at FAMU: a peek into the workshop Animating on walls (3.3–5.4. 2015, AMU Galery in Prague)
- Paralel world – Pixilation 24.11.2015, Czech Center in NY