



26.4.94

Gabriel Hencz



// Senior Technical Cinematic Designer
// Camera Designer

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<https://xgriefgod.github.io/portfolio/>

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skills

- Unreal Engine
- Maya
- Motion Builder
- Keyframe Animation
- Python
- C++
- Visual Basic
- AutoHotkey 1/2
- FFmpeg

experience

Camera Designer
Liquid Swords
Mar 2023 - Present

Senior Technical Cinematic Designer
Hangar 13
Apr 2018 - Jan 2023

released

Mafia I Remake
Mafia II Remaster

awards

iPiSoft Motion Capture Contest Winner
I won the best animated short using the
trial version of their motion capture software.
2013

hobbies

Automated trading on financial markets
Computer Vision (OpenCV)
DOTA 2 & Genshin Impact
Beat Making

education

AP Degree in Multimedia and Comms.
University College of Northern Denmark
2015 - 2017