

Główne umiejętności

motion builder

Gry wideo

Rozwiązywanie problemów

Publications

Youtube channel

Profil vimeo

3d Animator and Cinematic Artist

Warszawa, Woj. Mazowieckie, Polska

Podsumowanie

Hi, I'm 3d animator creating humans, creatures and environment movement using PC software.

Fluently working with Unreal Engine and Autodesk Maya/ Motion Builder creating key frame animation and mocap editing for games, also creating cutscenes using Sequencer.

My Experience:

Educational

- iAnimate Game Workshop 1 and 2 (Brad Faucheux, Michael Cuevas)

- Tripla Animation Academy - beginners course

Gamedev

- Varsav Game Studios: creating keyframe and based on mocap gameplay animations also ingame cutscenes for Giants Uprising RPG game(Unreal Engine 4 - EA shipped), Unreleased title with quadraped and human animations

- Bearded Brothers Games: creating keyframe and based on mocap animations also ingame cutscenes for Underground Garage (Unreal Engine 5, still in development)

Doświadczenie

BeardedBrothers.games

Animator 3D

października 2022 - Present (1 rok 11 mies.)

Warszawa, Woj. Mazowieckie, Polska

Underground Garage

- creating realistic keyframe animations of humans movement
- cleaning mocap data of human movement
- creating ingame cutscenes in Unreal Engine Sequencer

VARSAV Game Studios S.A.

Animator 3D

wrzesnia 2020 - wrzesnia 2022 (2 lata 1 miesiac)

Warszawa, Woj. Mazowieckie, Polska

Giants Uprising

Creating Keyframe Animations for main character in Maya

Working on animations based on Motion Capture

Importing animations in Unreal Engine

Creating Animation Montages

Creating ingame cutscenes in Unreal Sequencer

Everdream Valley

Creating keyframe animations of village animals (pig, horse, goat etc.)

Seleven Games

Team member, grafik 2d

października 2016 - czerwca 2017 (9 mies.)

Warszawa, Woj. Mazowieckie, Polska

Within a year we ALMOST finished one bigger project - Mad Bus Driver, which we dropped because of lack of time. We also took part in many Game Jams and gamedev events.

Wykształcenie

Politechnika Warszawska

Inżynier (Inż.), Architektura · (2013 - 2018)