

Viacheslav Dudin CV

3d animator

Birth date: 18 may 1978

Nationality: Russian

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Family status: married, son

On-line portfolio: <http://slavka3d.com/3dgallery2.html>

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Personal info:

I have work experience of more than 18 years in 3d graphics design and character animation studios in Russia. I was participated in projects of creating 3d animation films, 3d animation TV series, animation music clips and commercial videos. I have good experience and knowledge of character animation.

Objective(s):

To attain position of 3d character animator in cartoon production or motion pictures or computer games.

Experience:

Strong understanding of animation timing, acting, storytelling techniques, weight, and posing.

Skilled in various aspects of 3D character animation, facial animation and classical animation principles.

Good experience of using keyframes and motion capture, inverse and forward kinematics.

Rigging characters: human and non-human.

Good experience of modeling and texturing both organic and inorganic characters and objects, hand drawing, 2d classical animation, video composition, print design.

Good experience of working in Unity3d Mecanim Animation System.

Personal qualities:

Ability to study and adapt quickly in different situations. Creative. Persistent. Meticulous. Self motivated.

Ability to work to deadlines. Ability to work within a strong team environment.

Strong communication and interpersonal skills. Ability to multi-task, prioritize and solve problem.

Language:

Russian (native)

English (Pre-Intermediate)

Education:

College of painting Surikov name "Designer Computer Graphics". Krasnoyarsk, (Russia).

Additional courses: "Methods and principles of classical animation" Moscow, (Russia).

Work experience:

2017 - 2017 Moscow. Agama Film (3d animation TV series "Fairies") rigging, modelling, uv.

2016 - 2017 Moscow. Animation studio 100 kilowatt (3d animation TV series "Bobr Dobr") 3d animator.

2015 - 2016 Moscow. Aeroplan studio (3d animation TV series "Fixies" full-length 3d animation film "Fixies - Big Secret") rigging, modelling, uv.

2014 - 2015 Moscow, Videografika (3d animation TV series "Princesses") 3d animator., modelling, texturing, uv.

2010 - 2014 Moscow, Glu mobile Russia (games for mobile devices) 3d character animator, 3d artist

2009 - 2010 Moscow, (Russia), "Concept Space" 3d animation series for TV - 3d character animator.

2007 Moscow, (Russia), "BS GRAPHICS" full-length 3d animation film "Frog Paradise" - 3d character animator.

2004 - 2007 Novokuznetsk, (Russia), RA "Zebra" - 3d character animator and 3d artist, designer.

2000 - 2003 Vladivostok, (Russia), RA "IGN" - 3d artist and designer.

1997 - 2000 Krasnoyarsk, (Russia), TV "Afontovo" - designer, 2d & 3d animator, TV designer.

Mastered in:

Maya - animation, rigging.

3D Studio MAX - modelling, animation, texturing, skinning, rigging,

Unity 3d - mecanim animation system

LightWave - modelling, texturing, skinning, rigging, animation.

Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Flash.
