



Alex Yaremchuk / CG Artist

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Current Employer: Self-Employed

10 years of professional experience in multiple areas, including game development, post-production and 3D printing. Extensive skills in 3D character creation and character animation. Several years of teaching experience. Strong interest in film history, games and visual arts.

Personal qualities: Highly responsible. Great communication skills. Fluent written and spoken English.

Animation: Advanced knowledge of keyframe animation and classical animation principles with the emphasis on physical action.

Character creation: I can take a 3D character through the whole pipeline which includes high-res sculpting, retopologizing, texture painting and rigging (3ds Max only).

Drawing and painting: Concepts, illustrations and animated storyboards.

Software proficiency:

3ds Max..... Advanced level (animation, modeling, visualization, rigging and dynamics.)

Maya.....Animation tools

Zbrush.....Advanced level (used to teach an online workshop)

Photoshop.....Advanced level

Vray.....All the core concepts (3ds Max version)

After Effects.....Basic compositing

Premiere.....All the core tools + video editing experience

FumeFX.....Basic level

Reelflow.....Basic level

Career history:

2013 - present.....Self-Employed

2012 - 2013.....PostPro18: character animator, modeler, vfx artist

2009 - 2012.....mail.ru: supervising animator, character artist, technical adviser

2008 - 2009.....Realtime VFX School: HR manager and CG instructor

2006 - 2008.....1C Company: Lead animator

2005 - 2006.....Akella: Junior game designer

2004 - 2005.....Freelance work (3D animation)

Education:

2004.....Gnomon classes: Visual Communication, Figure Drawing

2004.....New York Film Academy: Acting workshop

2000-2001.....Moscow State University: Journalism (dropped out)

Hobbies: Videography, sports