

ALEX JEMELJANOV

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PROFILE

Experienced 3D animator with a good understanding of the latest animation techniques and software including Autodesk Maya. Competent in UE4, Unity, Adobe After Effects, and Photoshop. Continually striving for flawlessness in one's work. Strengths centred around realistic tactical cinematic trailers and games, as well as cartoon animations. Seeking a job role that will enable further development of skills, collaborating with a team of developers to create captivating CGI.

EDUCATION

MA 3D Animation | ESCAPE STUDIOS – LONDON

OCT 2018 – SEPT 2019

- Character Performance & Lip Sync
- Body Mechanics
- Animals & Creatures
- Timing & Camera
- Lighting

BA Digital Arts | KINGSTON COLLEGE – LONDON

SEPT 2015 – MAY 2018

- Character Rigging & Animation
- 3D Modelling
- Computer Games Development
- HTML & CSS Website Coding

EMPLOYMENT

3D Animator | RINGTAIL STUDIOS

JUNE 2021 – Present, Tallinn

- Rigging (Joint placement, Weight painting, IK, FK & Blend shapes)
- Mocap polishing (Unreal and Maya export import)
- Utilized Unity & UE4 engines
- Confident working under pressure
- Communicating with clients and leading team meetings

Website design | DANA TRAVEL

2018, London

- Designed and coded a website for a travel company using HTML and CSS.
- Improved my ability to make changes last minute and meet target deadlines.

Sales Advisor | NEW LOOK

2016 – 2018, London

- Gained excellent communication and interpersonal skills from interacting with customers on a daily basis.
- Patient and comfortable dealing with complaints and returns.

PROJECTS

House of Ashes & The Quarry (Supermassive Games Ltd) & 5 other ongoing gaming projects (disclosed on release)

KEY SKILLS

- Autodesk Maya
- Unity & UE4 engines
- Adobe After Effects
- Adobe Photoshop
- Adobe Premiere Pro
- Creativity and imagination
- Problem solver
- Team player
- Time management
- Bilingual in English and Russian

ADDITIONAL

Familiar with a broad range of action role-playing games and understanding of ways to improve player experience

Knowledge of the military and special forces that can be applied to animation

Achieved 3rd place at the British Championships in Ice Dance and represented GBR in international competitions

Competed in over 30 Ballroom Dance competitions

PORTFOLIO

Please find my portfolio and still images on my website:
<https://www.alexjemelov.co.uk/>

REFERENCES

References available on request