

vallenkoscheev

character animator | rigger

contact

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experience

- **Inventain** (May 2014 - July 2017) - Animator/Rigger, Lead Animator/Rigger

Provided rigging, skinning and animation for characters and environmental objects. Made necessary optimizations for Unity game engine. Gave feedback to the animation team to ensure the most visually appealing results.

- **United Studios** (August 2013 - May 2014) - Animator/Rigger

Provided rigging, skinning and animation for characters and environmental objects. Made necessary optimizations for Unity game engine.

technical skills

Autodesk Maya, Blender, Unity, Spine, Python scripting, Linux administration

languages

Russian (native), English (fluent)

notable projects

- 2013: [Fred. The Short Movie](#) - self-directed animated short project
- 2014: [Buddyman Run](#) - parkour and shooting game
- 2015: [Bowmasters](#) - bowman archery game
- 2016: [Helly Copter](#) - side-scroller mobile game
- 2016: [Cup Of Coffee](#) - self-directed animated short project
- 2017: Samurai Chef - yet unreleased VR game