

Denys Antipenko

Character Animator

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Most Recent Experience

ASSOCIATE AI ANIMATOR - RAVEN SOFTWARE

Jul 2023 – Present

Working with AI Animation Team to process and motion edit mocap animation for NPC characters for both single player and multiplayer Call of Duty mods. Additionally, I integrate said animations in a proprietary game engine, refine and playtest.

PERFORMANCE CAPTURE ANIMATOR - SCANLINE VFX

Jan 2022 – Jun2022

Process volumetric body and facial motion capture for Hollywood movies and Netflix TV series using Maya, Faceware and proprietary tools.

MOTION CAPTURE ANIMATOR - 2K MOCAP

Jan 2021 – Jan 2022

Marvel's Midnight Suns, NBA2K22, WWE, Tiny Tina's Wonderlands and many others

As part of the Mocap Post Production Team, I processed captured body and face animation data, aided in setting up rigs and doing motion-editing so that the end animation is engine ready. Additionally, worked as a stage technician, marking up actors, capturing ROM's, HMC's and assisting on mocap sets during shoots.

CHARACTER ANIMATOR - DARK CATT STUDIOS INTERACTIVE

Jan 2020 – Sep 2020

Djinni & Thaco: Trial By Spire

I worked with an animation team on cleaning up, refining and blending Motion Capture animations for in-game cinematics and cutscenes for the VR game.

Skills & Abilities

Animation

- Combination of Hand-key and Mocap
- Bipedal and Quadruped
- Realistic and stylized
- Body and Face

Motion Capture

- Capture stage production experience
- Marker cleanup; Motion-edit
- ROMs, HMCs workflow
- Data retargeting

Qualifications

- 4 year of combined experience in video game and movie industries;
- 6 shipped AAA titles, multiple yet to be released/announced titles;
- strong grasp of animation principles, sense of timing, cinematic vision;
- experience working with both face and body data;
- proficiency in Maya, Motionbuilder and Shogun Live/Post. MotiveBody;
- ability to quickly learn new tools, skills and workflows;
- experience working with game engines, in-house tools, programming languages;
- passion for video games, animation, photography and movies;

Education

UNIVERSITY OF CENTRAL FLORIDA

Bachelor of Arts in Digital Media – Game Design

May 2019