

Igor Kreinin

Character, Prop and Location Modeller

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<http://www.kreinin.com>

Showreel:

http://www.kreinin.com/reel/kreinin_reel.mov

Breakdown:

http://www.kreinin.com/reel/breakdown_2008.pdf

Education and Qualifications

2002-2003 Proelium College, Course of animation

Animation, modelling, textures, lighting, composition

2001-2002 High-End Graphics College

Graphic design, 3d graphics, video editing and compositing

1994-1997 Amal Alef High School, specialization in graphic design

Math, physics, computers etc. along with arts and graphics

1985-1990 Extracurricular Art school (Ukraine)

Sculpting, painting, drawing

Work Experience

2005-2009 "Snowball VFX" / Head of Modelling Department

2003-2005 "DPSI"- Modeller, Simulation and Rendering

Character and Location modelling for CG feature film "*Happily N'ever After*"

Layout, Cloth Simulation Effects and Rendering

2002-2003 "Pitchi Poy Animation Productions", 3D Artist

Modelling, Texturing, animation and Lighting for commercials, presentations, and game cinematics.

2001-2002 Trivioner, Graphic Design and Multimedia design for training CD-ROMs.

1997-2000 Army Service- Attained the rank of Staff Sargent.

Software

Maya, Softimage XSI, 3DMax, Lightwave3D, Zbrush, Mudbox,
Photoshop, Combustion, After Effects

Skills

English- reading, writing,

Hebrew, Russian- Native Speaker

High end modelling of characters, locations and props using sub D's, NURBs and Poly's.

All around 3D artist, able to rig and animate characters, Light scenes, FX and simulations etc.

Art, Illustration and Design skills

Interests and Activities

I am a person of many different interests, such as: sculpting, reading, astronomy, drawing, computer games, travelling etc.

I want to contribute to a company that would benefit from my professional modelling skills.

I am devoted, responsible, sociable, a quick learner and I'm looking for the right environment to realize my potential.