

Igor Kreinin

Character, Prop and Location Modeler

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IMDB: <http://www.imdb.com/name/nm2580907/>

Online portfolio: <http://www.kreinin.com>

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

June 2011 – present day, Broadcast post production studios.

May 2005 – May 2011 “Snowball animation studio” / 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.

Software

Maya, Softimage XSI, 3DMax, Lightwave3D, Zbrush, Mudbox, Topogun.

Photoshop, Combustion, After Effects,

Skills

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. References available on request.