

## Inna Sleptsova – Senior Animator

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### WORK EXPERIENCE

#### **2D Animator – SEGA Hardlight Studio (<http://www.hardlightstudio.com/>)**

(July 2015 – present)

- Producing 2D character animation in Spine for unreleased mobile game.
- Preparing concept art for animating in Spine.
- Rigging characters in Spine.
- Export of final animation into Unity.

#### **Projects:**

- Unreleased mobile game.

#### **3D Animator – NaturalMotion Games (<http://www.naturalmotion.com/>)**

(February 2016 – March 2016)

- Producing 3D character animation in Maya for Clumsy Ninja.

#### **Projects:**

- Clumsy Ninja.

#### **Animation Supervisor / 2D Animator – Kazoo (<http://www.kazoo-creative.com>)**

(March 2015 – June 2015)

- Producing 2D character and VFX animation in Flash for Dragon City mobile / Facebook game.
- Managing and supervising animators - sending briefs, keeping schedule, supervising creative and technical aspects of the work until final approval from Social Point.
- Supervision of vectorization artists.
- Export of final animation into the game engine.

#### **Projects:**

- Dragon City.

#### **3D / 2D Animator – Twitch / Gree Australia ([www.twitch.com](http://www.twitch.com))**

(Feb 2013 – Jan 2015)

- Rigging, skinning and animating characters and weapons in Maya.
- Creating rig and animation with limited bone counts (11 bones limit).
- Producing 2D character and VFX animation in Flash.
- Traditional hand drawn line test to final rigged flash animation.
- Drawing 2D characters, facial expressions, character props.

#### **Projects:**

- Where's My Water Allie's Story (Disney).

- Heroes of War: Orcs vs Knights.

**Animator, Illustrator, Artist, Designer – 2D iOS / Android game**

(Aug 2012 – Jan 2013)

- Creating concepts for characters and backgrounds.
- Producing 2D animation for characters and interactive background elements.
- Creating the art style for the project.
- Exporting animation to the final sprites.
- Building game levels in the engine editor.

**Projects:**

- Personal 2D iOS / Android game.

**Senior Animator – The Creative Assembly / Sega Studios Australia**

(June 2008 – Feb 2012)

- In game character, vehicle and cinematic keyframe animation across multiple projects.
- Managing and creating animations for entire sporting events during Olympics production.
- Took raw motion capture data from real athletes and developed it into in game and cinematic body and facial animations for London 2012 Olympics.
- Member of prototype team to rapidly produce animations for project presentations.
- Creating complex character and vehicle rigs during pre-production and production stage of projects.
- Working closely with designers and programmers for quick iteration on Olympic events.
- Experience of working on Kinect and Playstation Move technology.
- Training and guidance for junior animators in company.
- Exporting animations using in house pipelines, testing in game, bug fixing.
- Agile team and Hansoft work flows.

**Projects:**

- Stormrise
- London 2012
- Unannounced projects/prototypes

**Animation Director – Nikitova**

(May 2004 – May 2008)

Nikitova provides animation services to the world leaders of the industry (Disney, Midway, Sony, 10Tacle, Bethesda, etc...) and as a result I was able to work on a wide range of diverse projects.

- Joined as a Character Animator before becoming a Character Rigger, Lead Animator and then Animation Director.
- Directing the team of 5 - 20 animators to maintain quality across all projects.
- Managing animation team schedules.
- Providing animation direction for cinematics.
- Creating animation workflow and pipeline.
- Working with VFX and the Modeling Department.
- Creating realistic and stylized animation primarily for characters, but also for props (bipeds, quadrupeds, birds, plants and etc...).
- Creating a great IK/FK character rig in Maya with several controls and weapon switch and stretch character setup.
- Team coaching.

**Projects:**

- Character animations for Totems – (10Tacle)
- Painkiller Pre-Rendered Animations – (Dreamcatcher)
- Character animations for Broken Sword 4 – (Sumo Digital)
- The Pirates of The Caribbean II Pre-Rendered Animations – (Bethesda)
- Ever Quest I, Ever Quest II – (Sony Online Entertainment)
- Untold Legends – (Sony Online Entertainment)
- Match Maker – (Wild Tangent)
- Velocity cut scenes – (Visual Science)
- Football – (Disney mobile)
- Gauntlet 7 Sorrows – (Midway)
- Fire Fly – (Wild Tangent)

**2D Traditional Animator – Borisfen-Lutece (Ukrainian Affiliate of Millimages) (June 1994 – May 2004)**

- Traditional animator for a diverse range of animated TV series.
- Worked on Millimages animation programs for Silver, Les Armateurs, France 3, Canal J and Fit Production.

**Projects:**

- Caroline and her friends
- Christmas
- Le Contes de La Rue Broca
- Carlan Cross
- Global Bears Rescue
- Castle Of The Monkey
- Lupo Alberto

**SKILLS AND EXPERIENCE**

- More than 8 years of experience in traditional animation industry and 12 years in 3D animation. 3 years as a team leader.
- Excellent knowledge of traditional and modern computer animation.
- Strong character rigging skills for game and film production.
- Good knowledge of 3D, game development and animation pipelines.
- Leadership and analytical skills.
- Hand Drawing, Painting (Oils, Acrylics, Watercolors).

**Production level experience of:**

- Maya
- Motion Builder
- 3DS Max
- Havok Behavior
- Spine
- Adobe Flash
- Toon Boom
- Illustrator
- Photoshop
- Unity
- Unreal

Additional experience using: Sony Vegas, Premiere, Painter; Alien Brain, Perforce, Hansoft and MS Project.

**EDUCATION:**

- Course of traditional animation, Borisfen (Ukrainian Affiliate of Millimages) Animation school (Kiev) (Sep 1993 - May 1994)
- Bachelor degree in Historical Science, National Taras Shevchenko University of Kyiv, Faculty of History (Kiev) (Sep 1992 - June 1998)

**Languages:**

- English – fluent
- Russian - native