SOFIA DUBININA
3D Animator

+1 678-761-7937   dubisonya.art   dubisonya.artist@gmail.com

EDUCATION

Savannah College of Art and Design

Savannah, Gerogia	July 2020 - May 2023
B.F.A in Character Animation	GPA 3.7

University of Central Florida

Orlando, Fl	Aug 2019 - June 2020
B.F.A in Character Animation	GPA 3.6

SOFTWARE

Autodesk Maya	Unreal Engine
Vicon Shogun Live	Perforce
Vicon Shogun Post	Nuke

ShotGrid	SyncSketch
Google Sheets	Microsoft Office

Adobe Premiere Pro	Procreate
Adobe After Effects	Blender
Adobe Photoshop	
Adobe Lightroom	

TECHNICAL SKILLS

3D Animation
Character Animation
Gameplay Animation
Unreal Engine Sequencer
Motion Capture Recording
Motion Capture Clean-Up
Rigging
Weight Painting (ngSkinTools)
Look Development
Procedural Textures
Python & C#
Photography
Photo Editing
Academic Drawing

SOFT SKILLS

Collaboration
Leadership
Project Management
Problem Solving
Adaptability

LANGUAGE

English
Russian

Website Password: SCAD2023

EXPERIENCE

SCAD Animation Studios
Animated Unreal Engine Film The Last Dungeon

Technical Artist — Jan 2023 - May 2023
- responsible for importing the finalized animation clips from Maya into Unreal Engine sequencer
- communicating between departments to solve camera, animation, timing, and spawning issues that can appear
- overseeing 3D animators backing and exporting the animation

3D Character Animator — Jan 2023 - May 2023
- creating stylized character animation
- received and addressed the feedback from the 3D animation leads and directors of the film
- learning and applying motion capture animation clean-up process for Unreal Engine 5

First 10 Weeks in Unreal Engine 5 Challange
Short Unreal Engine Film Nightmare — Jan 2023 - March 2023
- Created customized Metahuman
- Set up sequencers and created cinematic camera movements
- Recorded Motion Capture data and applied it to Metahuman character
- Built layouts using Quixel assets and shaders

3D Animation Lead
Animated Hybrid Senior Film BUSHITOAD — May 2022 - May 2023
- Communicated with the 2D animators and verified that the 2D and 3D characters' interactions are believable
- Oversaw a consistent style and unique acting decisions for the main character throughout the film
- Gave feedback and did drawovers using ShotGrid or SyncSketch
- Assigned shots to my peers and tracked the progress on the shotlist
- Initial research and development of the hybrid pipeline
- Created shot setup using camera projections or 2D image planes to animate 3D characters on the 2D background
- Visual Development of the character and the watercolor-style shader
- Weight painted facial and body rig of the 3D character

3D Character Animator
Animated Senior Film Beeloved — Jan 2022 - March 2022

Created a stylized animation achieving clear and expressive acting.
Working in a large team I implemented and sharpened my communication and organization skills.

Manager at HP x SCADpro — Jan 2022 - March 2022

As a SCAD student, I assisted and identified three art and design programs that demand a high level of mobile computing and GPU acceleration, and defined Essential Toolboxes for these programs.

ACHIEVEMENTS

SCAD Dean's List Recipient — 2020 - 2023
SCAD Academic & Achievement Scholarships — 2020 - 2023
Karate-do Shotokan - Black Belt