

# CV of Roman Larionov

Moscow, Russia, 2021  
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[FX](#)  
[V-Ray, Arnold](#)  
[AutoRig: P:1, P:2, P:3](#)  
[Demo 2017](#)  
[Demo 2016](#)  
[nDynamics](#)  
[Motion Graphics](#)

## Summary:

Character/CFX TD (Rigging/Animation/FX Tools), 3d Generalist

## Skills:

Animation production, cinema production, TV production.

- Currently strong: CG/Character Supervisor, R&D, mel/python OOP programming, shading/node network, character/face setup, dynamics cloth/hair/particles, liquid, smoke, modeling, rendering.
- Earlier: On-set VFX supervisor, character animation, lighting, UV, texturing, composing, design, storyboarding, html, java scripting, motion tracking, chromakeying, wire removing, rotoscoping, editing, Turbo Pascal/Delphi (Dos/Windows).

## Software:

Houdini, MAYA, Python/MEL, Arnold/V-Ray, Deadline/Backburner, After Effects/Photoshop/Illustrator/Premiere, MatchMover/Boujou/PFTrack, DPS Velocity, Sound forge, Alienbrain/Cerebro.

## Projects:

- 3d animation TV: "*Masha and the Bear*". *Animaccord*. **FX TD. (Cloth, liquid, smoke. Maya, Houdini).** 2019 - 2024, Moscow
- 3d animation: *Backdrop for Opera "Turandot"*, for *Teatro Comunale di Bologna*. **Render/FX TD ( nParticles, Lighting, Shading, Render ), 3D generalist.** 2018, Moscow
- 3d animation TV, *Game*. **Character modeling, setup, face setup, R&D, python.** 2017, Moscow
- 3d animation: "*Fiksiki, bolshey sekret*". **Character modeling, setup, R&D, python.** 2016, Moscow
- 3d animation: "*Seraphim*", "*Gurvinok*". **Character modeling, setup, face setup, R&D, mel, dynamics cloth, dynamics hair.** 2014, Moscow
- 3d animation: "*Sergey Radonezhsky*". **Character setup, R&D, mel, dynamics cloth, dynamics hair.** 2013, Moscow
- 3d animation: "*Space Dogs 2. Moon adventures*". *3d animation TV: "Space Dogs. Family"* **3d character supervisor, character setup, face setup, R&D, mel, dynamics cloth, dynamics hair.** 2012, Moscow
- 3d animation: "*Space Dogs. Belka & Strelka*". **Character setup, face setup, R&D, dynamics cloth, dynamics hair.** 2011, Moscow
- 3d animation: "*Savva*". **Character setup, face setup, R&D, dynamics cloth, dynamics hair.** 2010, Moscow
- 3d animation TV: "*Bibigon*". **Character setup, face setup, dynamics cloth, dynamics hair.** 2009, Moscow
- Cinema: "*Ne nado pecialitsa*". **On-set VFX supervisor.** 2008, Moscow
- 3d animation: "*Lyagushachiy ray*". **Character modeling, character setup, face setup, dynamics cloth, dynamics hair.** 2007, Moscow
- Cinema: "*Viy*". **On-set VFX, VFX composing, 3d generalist, character setup.** 2006, Moscow
- Cinema: "*Lichniy Nomer*". **VFX composing, 3d generalist.** 2005, Moscow
- TV channel: "*TV Sport*". **2d/3d video design, VFX composing.** 2004, Moscow
- TV channel: "*TV Stolica*". **2d/3d video design, editing.** 2003, Moscow
- TV channel: "*TV 3*". **Broadcast engineer, 2d/3d video design, editing local news.** 2002, Voronezh

## Education:

- [Voronezh State University](#), Master of Physics of Microelectronics, 1995-2000
- Technical College 22, Technician of Radioelectronics Technology, 1993-1994
- Technical College 9, Mechanic of Automotive Technology, 1991-1994
- School of the Arts 2, Visual Art, 1983-1991, Acoustic guitar, 1983-1986

## Courses:

- MAYA, Character Animation, 2009
- MAYA, Character Setup, 2006
- MAYA PRO, 2006

## Hobbies:

Oil paintings, electric guitar, Russian banya, swimming :)

## Languages:

Russian native, English