

CV of Roman Larionov

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[AutoRig buildMe](#)
[Demo 2017](#)
[Demo 2016](#)
[nDynamics](#)

Objective:

RIGGING ARTIST/TD, DYNAMICS TD, CG SUPERVISOR.

Skills:

Animation production, cinema production, TV production.

- Currently strong: 3d Character supervision, R&D, mel/python scripting, shading/node network, character setup, face setup, dynamics cloth, hair, muscle, fur, modeling, rendering.
- Earlier: On-set VFX supervisor, character animation, lighting, UV, texturing, particle, rendering, compositing, design, storyboarding, html, java scripting, motion tracking, chroma keying, wire removing, rotoscoping, editing, Turbo Pascal/Delphi (Dos/Windows).

Software:

MAYA, Python/MEL, Arnold, Mental Ray, The face machine, After Effects, Photoshop, Illustrator, Premiere, MatchMover, Boujou, PFTrack, 3ds max, Vray, DPS Velocity, Sound forge, Alienbrain, Cerebro,

Projects:

- *3d animation*: "Fiksiki, bolshoy sekret". 2015 - 2016, Moscow
Character setup, R&D, python.
- *3d animation*: "Seraphim". 2014 - 2015, Moscow
Character setup, face setup, R&D, mel, dynamics cloth, dynamics hair.
- *3d animation*: "Sergey Radonezhsky". 2013, Moscow
Character setup, R&D, mel, dynamics cloth, dynamics hair.
- *3d animation*: "Space Dogs 2. Moon adventures". *3d animation TV*: "Space Dogs. Family" 2012, Moscow
3d character supervisor, character setup, face setup, R&D, mel, dynamics cloth, dynamics hair.
- *3d animation*: "Space Dogs. Belka & Strelka". 2011, Moscow
Character setup, face setup, R&D, dynamics cloth, dynamics hair.
- *3d animation*: "Savva". 2010, Moscow
Character setup, face setup, R&D, dynamics cloth, dynamics hair.
- *3d animation TV*: "Bibigon". 2009, Moscow
Character setup, face setup, dynamics cloth, dynamics hair.
- *Cinema*: "Ne nado pecialitsa". 2008, Moscow
On-set VFX supervisor.
- *3d animation*: "Lyagushachiy ray". 2007, Moscow
Character modeling, character setup, face setup, dynamics cloth, dynamics hair.
- *Cinema*: "Viy". 2006, Moscow
On-set VFX, VFX compositing, 3d generalist, character setup.
- *Cinema*: "Lichniy Nomer". 2005, Moscow
VFX compositing, 3d generalist.
- *TV channel*: "TV Sport". 2004, Moscow
2d/3d video design, VFX compositing.
- *TV channel*: "TV Stolica". 2003, Moscow
2d/3d video design, editing.
- *TV channel*: "TV 3". 2002, Voronezh
Broadcast engineer, 2d/3d video design, editing local news.

Education:

- Voronezh State University, Master of Physics of Microelectronics, 1995-2000
- Technical College, Radio/Electronics Technology/Technician, 1993-1994
- Technical College, Automobile/Automotive Technology/Technician, 1991-1994
- School of the Arts, Visual Art, 1983-1991, Acoustic guitar, 1983-1986

Courses:

- MAYA | Character Animation, Scream school, 2009
- MAYA | Character Setup, RealTime school, 2006
- MAYA | PRO, RealTime school, 2006

Hobbies:

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

Languages:

Russian native, English base