

CV of Roman Larionov

Moscow, Russia, 2018
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[Arnold](#)
AutoRig 2018: [P:1](#), [P:2](#)
[Demo 2017](#)
[Demo 2016](#)
[nDynamics](#)
[Motion Graphics](#)

Summary:

Pipeline/Character TD (Rigging/Animation/FX Tools), Generalist

Skills:

Animation production, cinema production, TV production.

- Currently strong: 3d Character supervision, R&D, mel/python programming, shading/node network, character/face setup, dynamics cloth/hair/particles, muscle, fur, 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:

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, Game.* 2017, Moscow
Character modeling, setup, face setup, R&D, python.
- *3d animation: "Fiksiki, bolshoy sekret".* 2016, Moscow
Character modeling, setup, R&D, python.
- *3d animation: "Seraphim", "Gurvinok".* 2014 - 2015, Moscow
Character modeling, 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: "Niy".* 2006, Moscow
On-set VFX, VFX composing, 3d generalist, character setup.
- *Cinema: "Lichniy Nomer".* 2005, Moscow
VFX composing, 3d generalist.
- *TV channel: "TV Sport".* 2004, Moscow
2d/3d video design, VFX composing.
- *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 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