

## Shevchenko Innokenty

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### Portfolio:

<http://www.kesha3d.com>

<https://www.artstation.com/artist/kesha3d>

### Software:

3dsMAX, Maya, Houdini, UV Layout, Zbrush, MubBox, BodyPaint 3D, MARI, 3DCoat, Corel Painter, Photoshop, After Effects.

### Skills:

Illustration painting.

Concept design.

3D modeling and texturing.

3D character animation, rig.

VFX for game and movie.

Storyboard and draft animation art.

Pipeline development.

FX (Maya, 3dsMAX, Houdini)

### Specialisation

Character design.

Modeling.

Texturing.

Hair&Fur (XGEN, Yeti)

Animation,

### Job history.

"Muravey Production". Movie "Marsian" 2012 - 2016

CG Generalist (Animatics, storyboards, concept art, animation, FX, editing assistance)

"Drimmi"

Lead artist of mobile games department. / 2011 - 2012

"Mankind games" (Games)

Character modeler, texture artist, character animator, out-source manager. Concept artist. / 2009 - 2010

"DAGO studio" ( [http://www.dago.ru/movies/movies\\_eng.php](http://www.dago.ru/movies/movies_eng.php) )

Simulation of gas dynamics, and atmosphere effects.

Ocean water simulation for the motion picture "Admiral Kolchak" / 2007 - 2008

"Trehmer" <http://trehmer.ru>

Post production studio / CG Artist / 2006 - 2007

"DAT Games" project "Disciples 3"

Lead Artist and lead animator / 2006

Illustrator of design studio "Madison TMB" advertisement agency G&P

<http://www.madisontmb.com> / 2003 - 2004

Akella. Game Development

Projects: Corsairs 2 (Pirates of the Caribbean), Corsairs 3, Captain Blood.

Illustrator, texture artist, 3D modeler, lead animator, FX artist. /2001-2003