

# Dimitry Kachkovski - Character TD/Technical Animator

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## **(Canadian Citizen)**

#710-501 Pacific Street, V6Z 2X6, Vancouver, Canada

Tel. +1(778)229-7149

dimitry\_kachkovski@hotmail.com

Objective	Interested in working as a Character TD/ Technical Animator at a leading VFX production company.
Background and Goals	I am a self driven professional, always ready to bring my best with every project I undertake. I am always looking for ways to improve both my technical and artistic skills. My interests are in all aspects of 3D production, rigging being my specialty, and animation being my passion.
Skills	<p><b><u>3D Production</u></b></p> <ul style="list-style-type: none"><li>• Thorough knowledge of VFX and Gaming pipelines.</li></ul> <p><b><u>Rigging</u></b></p> <ul style="list-style-type: none"><li>• Complex yet user friendly character body and facial setups with high level deformation capabilities.</li><li>• Excellent understanding of technical aspects in character rig development.</li><li>• Extensive knowledge of human and animal skeletal and muscular anatomy.</li><li>• Good eye for high quality deformations, motion and dynamics.</li></ul> <p><b><u>Cloth</u></b></p> <ul style="list-style-type: none"><li>• Experience using Maya's nCloth dynamics to simulate variety of cloth objects such as ropes and garments.</li></ul> <p><b><u>Animation</u></b></p> <ul style="list-style-type: none"><li>• Excellent understanding of body mechanics.</li><li>• Thorough understanding of principles of animation.</li></ul> <p><b><u>Software of Use</u></b></p> <ul style="list-style-type: none"><li>• Maya, 3DsMax, Motionbuilder, CryEngine, Perforce, V-Ray, Photoshop, Illustrator, Premier Pro, After Effects.</li></ul> <p><b><u>Scripting/Programming languages</u></b></p> <ul style="list-style-type: none"><li>• MEL/Python, Maxscript, C#.NET(beginner)</li></ul>
Qualifications	<ul style="list-style-type: none"><li>- Self-motivated and passionate about my work.</li><li>- Always eager to learn and improve new and already existing skills.</li><li>- Work well under deadlines and pressure, individually, or in a team environment.</li><li>- Very keen on delivering the highest quality products and developing pipelines that meet the best interests of the company and its clients.</li><li>- A quick learner and can quickly adapt to new software and pipelines that are used in production.</li></ul>
Work Experience	<p><b>MOVING PICTURE COMPANY (MPC)</b> <span style="float: right;">March 2011- Present</span> Rigging TD</p> <p><b><u>Films</u></b></p> <ul style="list-style-type: none"><li>- <b>Sherlock Holmes: Game of Shadows (2011)</b> – Crowd characters, vehicles, mechanical objects, props. Was the main Rigging TD on the show.</li><li>- <b>Life of Pi (in production)</b> – Creature rigging, muscle setups.</li><li>- <b>Jack the Giant Killer (in production)</b> – Digital doubles rigging, tech anim, cloth simulation.</li></ul> <p><b>Responsibilities:</b> Rigging variety of characters, vehicles and props. Creating custom rigging solutions as well as re-using and adapting existing ones. Extensive use of large scripting libraries to create new modules and improve existing ones. Create high quality deformations using Maya's cMuscle system and a variety of proprietary deformer. Cloth simulations using nDynamics.</p>

**CRYTEK GmbH**

May 2007-December 2010

Technical Artist/Character TD (3DsMax/Motionbuilder)

Games

- **Crysis 2 (2011)** – Custom Rigging Pipeline including rigging solutions, complex deformation solutions, custom pipeline tools. Created and maintained custom rigs for both body and facial animation used for multiple characters.

- **Crysis (2007) / Crysis Warhead (2008)** – Character setup, skinning, secondary dynamics, custom tools development.

- **Redemption (Cancelled Project)** – Character setup + Animation pipelines using 3DsMax and Motion Builder, skinning, cloth + hair dynamics (realtime), scripted tools for 3DsMax and Motion Builder.

**HUMBER STUDENTS' FEDERATION**

August 2006-May 2007

*Graphic designer*

- Produced advertisement posters using Photoshop and 3DsMax.

Education

**iAnimate.net – online animation school**

January 2011 – Present

*Character Animation.*

**HUMBER COLLEGE – Toronto, Ontario, Canada**

2005-2007.

*Diploma in 3DMultimedia and Graphics Production.*

**ACADEMY OF REALIST ART – Toronto, Ontario, Canada**

2001-2003

*2 years of traditional fine arts education mainly focused on pencil and carbon pencil techniques of the late 19<sup>th</sup> century..*

Other Interests

Drawing , Classical Animation, Animation History, math, physics, philosophy, martial arts.

**Reference are available upon request.**