

# Lorian Slepicka

3D Animator

## Profile

I am a highly creative and technically proficient 3D Animator with over 4 years of experience in the industry. I have worked on a range of projects, from small independent films to large scale AAA games productions. I possess an excellent understanding of the entire animation pipeline and my strengths lie in both keyframe animation and motion capture data cleanup/retargeting. I have a proven track record in delivering high quality work to tight deadlines and thrive under pressure. In addition to my technical skills, I am also an experienced team leader and have mentored junior members of staff on numerous occasions

## Employment History

### D Animator Lead at Blur Studio (California)

Feb 2022 - Present

- I increased sales by 30% through the use of innovative 3D animation techniques.
- I successfully created a short animated film that was well received by audiences and critics alike.
- My work on a video game franchise helped increase its popularity and appeal to new players.
- By developing unique animations, I contributed to the creation of an entirely new genre of gaming.
- As lead animator on a major motion picture, my work helped contribute to critical acclaim and commercial success.

### D Animation at Pixar Animation Studios (California)

Aug 2018 - Jan 2022

- I created a 3D animation that was viewed by over 1 million people.
- I helped create a video game that sold over 2 million copies.
- I won an award for my work on a short film.

## Education

### Bachelor's degree in Animation at University of Virginia, Charlottesville, VA

Sep 2013 - May 2018

I won 1st prize in an animation competition. I was also a topper in my class.

## Certificates

### D Animation and Modeling Certificate (3AM)

Feb 2021

### D Character Animation Certificate (3CA)

Sep 2019

### Animated Film and Video certificate (AFV)

Mar 2018

## Details

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## Links

[linkedin.com/in/lorianslepicka](https://www.linkedin.com/in/lorianslepicka)

## Skills

D animation

Modeling

Rigging

Lighting

Texturing

Animation software (Maya, 3ds Max, etc.)

Motion graphics

## Languages

English

Portuguese