



Alex Ciolek

3D Animator

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Demo Reel Link

Technical Skills

3D Character Animation
Body Animation
Dialog/Facial Animation
Hard Surface Modeling
Rendering
Video Editing
Mocap Animation

Software Experience

Maya (8+ years)
Photoshop (7+ Years)
Premiere (7+ Years)
After Effects (6+ Years)
Illustrator (5 Years)
MotionBuilder (2 Years)
Shotgrid (2 Years)
Unreal Engine (<1 Year)

Professional Skills

Effective Communication
Working Remotely
Critical Thinking
Organization
Adaptability
Self Learner

Employment History

Brain Zoo Studios (Remote)

July 2023 - Nov 2023

Animator

- Animate cameras in Motion Builder
- Cleaning mocap data of characters in Motion Builder

Visual Concepts (Remote)

June 2022 - Feb 2023

Cutscene Animator

- Animating cameras in Motion Builder
- Modifying mocap data of characters in Motion Builder
- Creating and cleaning facial animation in Maya
- Apply attributes to animations to work in engine
- Cleaning animations to be more appealing in game

The Third Floor (Remote)

Nov 2021 - Jan 2022

Visualization Artist

- Worked closely with supervisors on shots
- Animated characters/creatures for previz shots in Maya
- Edited and rendered VFX shots in After Effects

Internship: Lunarfall (Remote)

Aug 2021 - Nov 2021

- Create character animations for cinematics in Maya
- Create animations for in game assets in Maya
- Export animations to Unreal Engine

Credited Work

“Blue Beetle”: Dir. Angel Manuel Soto

2023

Visualization Artist

WWE 2K23 : Visual Concepts

2023

Cutscene Animator

“Thor: Love and Thunder”: Dir. Taika Waititi

2022

Visualization Artist

Education

Master of Arts in Animation

Sept 2019 - May 2020

Savannah College of Art and Design: Savannah, GA