

# PETER IDZIASZCZYK

## 3D ANIMATOR

### About Me

I am a 3D Animator specialised in Games Animation, enthusiastic about storytelling and character through animation.

From Rigging, through Animation, to Engine Implementation, I've worked across the games animation pipeline. Alongside standard games, I have also worked in VR, & AR projects

Along with Animating and Video Games I have keen interests in Woodworking, Fencing, Movies, Board Games, and Model Making.

### Contact

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### Skills

3D Animation

Rigging

Motion Capture

Game Engine Implementation

### Experience

- |                            |   |
|----------------------------|---|
| <i>May 2020 - Feb 2021</i> | Thud Media - Animator/Rigger<br>Currently animating on an unannounced project   |
| <i>Feb 2019 - Mar 2019</i> | Radical Forge - Freelance Animator<br>Rigged, animated and helped implement the characters in Bright Paw  |
| <i>Aug 2018 - Sep 2018</i> | TUcan Studio - Mocap Animator & UE4 implementation<br>Captured and Implemented the animation on the Cleveland Fire Brigade VR Training Simulation               |
| <i>Jan 2018 - Mar 2018</i> | TUcan Studio - Rigger, Graphic Design<br>Worked on various small projects across the studio   |
| <i>Aug 2017 - Sep 2017</i> | Momentum Worldwide - Animator & Unity Implementation<br>I animated and helped implement the animations in the VR portion of 'The Multiple Sclerosis Experience' |
| <i>Aug 2016 - Nov 2019</i> | Frontwire Studios - Animator<br>Part time animator for early development of "Galaxy in Turmoil"   |

### Education

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|--------------------|---|
| <i>2014 - 2017</i> | Teesside University - BA (Hons) Computer Games Animation<br>1st |
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### References

*References can be supplied upon request*