

# Ross Novak

## 3D Animator

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Australian Citizen

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## Objective

My goal is to work as an animator for CG animated features, feature films or video games. I want to be part of a studio and produce believable and entertaining performances. I am a passionate person with a strong ability to work in a team environment and I love to learn from other artists around me.

## Work Experience

### DotA 2 Workshop Artist

2013 - Present

Animated 7 and rigged 5 characters, which have been submitted to the DotA 2 Workshop. Collaborated with concept artists, modellers, texture artists and riggers from around the world on multiple projects.

Adhered to guidelines such as bone limitations, frame limits, looping animation cycles and lowpoly animation.

Learned how to create a scene and render using Source Film Maker software and edit audio and video using Sony Vegas.

### Freelance web designer

2008 - Present

Worked directly with clients to obtain initial requirements and address feedback on deliverables.

Met deadlines set by the client and provided ongoing support after initial launch.

Reviewed project throughout development and applied client requests in order to achieve desired outcome.

### Adelaide Convention Centre

2010 - 2011

Waiter

## Education

### AnimationMentor.com

Certificate in Advanced Studies in Character Animation

2013 - 2014

### University of South Australia

Bachelor of Media Arts, Animation & Graphic / Web Design

2009 – 2012

## Skills

### Autodesk Maya

Animation: Strong understanding (3 years of experience)

Rigging: General knowledge and understanding (1 year of experience)

**Adobe Photoshop / Illustrator**

Comfortable knowledge (part time use over 7 years)

**HTML & CSS**

Comfortable knowledge of web design (part time use over 7 years)

**Sony Vegas**

Basic audio and video editing knowledge (1 year of experience)