



TX 5063

## TECHNICAL SKILLS & TOOLS:

ADOBE CC: PS, IL, AE, PR  
ADOBE SUBSTANCE PAINTER  
AUTODESK: MAYA, MOTION BUILDER  
BLENDER  
CASCADEUR  
DAVINCI RESOLVE  
DYNAMIXYZ  
PYTHON 3  
UNITY  
UNREAL ENGINE 4 & 5  
XSENS

MOTION CAPTURE  
PHOTOGRAPHY  
CONCEPT ART  
VIDEO PRODUCTION

PIZZA & LASAGNA

## CONTACT:

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HELSINKI FI  
ilumski@gmail.com  
INSTAGRAM: ILMSKI  
ARTSTATION.COM/ILUMSKI

## AWARDS:

Game Development World Championship 2017  
"The Official Game of Finland" title,  
**Kainuu 100**, by Afterlife Entertainment

"GGJ with Houdini" -contest first place  
**Gooley**, Global Game Jam 2018



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# SAMULI KINNUNEN

## Technical Animator

### ABOUT ME:

An everyday artist, craftsman and a game maker with a broad range of skills fine tuned with fair curiosity and passion on self development. My cornerstones are Open Helpfulness, Emphasizing Joy at Work, Leading With Example and Respecting the Process Through Trial and Error.

### WORK EXPERIENCE:

#### TECHNICAL ANIMATOR

RIGHTSIZED GAMES AB  
APRIL 2022 - 2024

Project: Undead Inc. (Steam)

- 3D Animations, Rigging and Gameplay Implementation on characters, creatures and environment objects in Unreal Engine
- 2D Animations on textures and animated UI elements

#### FREELANCE LECTURER

KAJAANI UNIVERSITY OF APPLIED SCIENCES  
2023 -

- Teaching Motion Capture workflow on Movella Xsens & Rokoko mocap suits, using Blender and Unreal Engine

#### FREELANCE ANIMATOR

FREELANCE  
MAY 2018 -

- Motion capture recording productions and data pipelines
- Unreal Engine projects and prototypes development
- Graphic content, video production and motion graphic animations to various media platforms and marketing purposes, f.e.; Twitch, Youtube, TikTok and Instagram

### EDUCATIONAL INFO:

#### KAJAANI UNIVERSITY OF APPLIED SCIENCES

BACHELOR'S DEGREE OF INFORMATION TECHNOLOGY  
GAME DEVELOPMENT AND 3D ART & ANIMATION  
OCTOBER 2015 - MAY 2019

- Student party member, study line lead tutor
- Student game project release: Minor Problems - at itch.io
- Final thesis: Motion capture with HTC Vive -tools

#### NHTV UNIVERSITY OF APPLIED SCIENCES

EXCHANGE STUDENT - 3D ANIMATION  
SEPTEMBER 2017 - JULY 2018

- Studies focused on 3D animation, motion capture and AAA project workflow in interactive media and entertainment.
- Student game project release: DalInvincible - at itch.io