

tomas kozlik

www.tomaskozlik.com

PROFILE

Character animator with over three years of experience in AAA game studios, currently working on next gen medieval RPG Kingdom Come: Deliverance .

EXPERIENCE

Warhorse Studios

Senior Animator (september 2014 - present)

Animator (march 2014 - september 2014)

At Warhorse Studios I'm responsible for creating high-quality realistic animations for gameplay and cutscenes in Kingdom Come: Deliverance. Large part of my work also consists of supervising animators and juniors, giving them feedback and guiding them through the process of animation creation.

2K Czech

Animator (2013 – february 2014)

Junior Animator (2012 – 2013)

Technical Animator (July 2011 – 2012)

My main responsibilities were making realistic animations for gameplay, scripted sequences and cutscenes. The tasks included full body animations with facial animation. I was working on an undisclosed AAA title for the next generation of consoles and PC.

EDUCATION

AnimationMentor.com

2012 – 2013

Diploma in Character Animation Production

Tomas Bata University in Zlín, Faculty of Multimedia Communications

2007 – 2010

Awarded Bachelor of Arts in Classical Animation

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SKILLS

Character Animation

Storyboarding

Layout

Editing

Rigging basics

SOFTWARE

Maya

MotionBuilder

Havok Behavior Tool

Adobe AfterEffects

Adobe Premiere

Blender

3ds Max

COURSES

Figure drawing and Sculpting

2012 – 2013

Malovani Kresleni (Balbinova 28, Prague, Czech Republic)

Certificate of Advanced English

2010

British Council

INTERESTS

Drawing

Sculpting

LARP

Singing

Board games

Tabletop roleplaying

Film

Music

REFERENCES Available upon request