



ALEKS KOSTRIKIN

Senior Motion Designer

+1-(503)-560-9311 @ almostanythingmotion@gmail.com www.almost-anything.com Portland, Oregon

SUMMARY

With nearly a decade of industry experience, I have strived for proficiency across all aspects of digital production. I have worked on numerous high end projects across a wide range of both local and international name brands. I've been ahead of the curve on the remote industry shift, with years of experience building trust in reliable work ethic, development of efficient workflows, and concise proactive communication to achieve success. Whether I am part of a team or a lone pixel wrangler, I can offer creative solutions for just about anything you need— well, almost anything.

SKILLS & SOFTWARE

Skills

3D/2D Animation & Visualization, Editing, Modeling, Shader/Texture, Lighting, Rigging, Visual Effects, Compositing, 3D Art Direction, Look Dev/Style Frames, Team Management/Training, Proactive Study, Problem Solver.

Primary Software

Cinema 4D, Redshift Render, X-Particles, EmberGen, After Effects, Premiere, Illustrator, Photoshop, Substance, Rizom UV, HDR Light Studio, Topaz Video AI, Mega Scans, World Creator, Speed Tree, Marvelous Designer.

EXPERIENCE

Freelance Senior Motion Designer

Almost Anything

01/2017 - Present Portland, Oregon

Multidisciplinary motion designer & 3D generalist proficient in all aspects of the digital production pipeline. Well adjusted to working remote/hybrid, solo or within small efficient teams. Continuously exploring new softwares and optimized workflows. Acclaimed to intelligent project planning and budgeting, as well as client-direct transparency and presentation.

Editor & VFX

Tasty Lumens Films

01/2014 - 01/2017 Portland, Oregon

We participate in high-stress, non-profit film competitions because we are masochists. Our most recent entry was a finalist for *Best Film* and winner of *Best of Genre* at the Four Points 72hr International Film Festival.

3D Generalist, Motion Design, & VFX

Studio Cassis

07/2014 - 12/2016 Portland, Oregon

I am part of a small, but highly proficient team of two, working under the guidance of a seasoned industry professional. We produce a variety of 3D, 2D, and VFX content for high-end clientele both locally and internationally involving every aspect of production from conceptualization, asset creation, animation, and post production.

EDUCATION

Bachelor of Fine Arts (BFA), Visual Effects and Motion Graphics

The Art Institutes

01/2012 - 12/2014 Portland, Oregon

- 3D FX Club
- Media Arts Production Team
- Dean's Honor Roll

GPA
3.85 / 4.0

Mechanical Engineering, General Studies

Oregon State University

01/2009 - 12/2011 Corvallis, Oregon