

Szilard Hadobas

animator

Summary

A highly creative artist with a strong technical background. Has widespread knowledge in top level realistic and cartoony animation with film and game industry experience. Capable of completing tasks independently as well as ready to follow the supervisor's notes.

Professional Experience

Character Animator, 2021-2022

Axis Animation, Glasgow, UK (remote)

- Worked on singing and dancing shots as well as acting and dialogue scenes in an unannounced Christmas themed animated musical.

Character Animator, 2021

Redstar3D, Sheffield, UK (remote)

- Brought Maurice and other cartoony characters to life, animated action and acting shots, closeups and lipsync as feature film animator in **The Amazing Maurice**.

Character Animator, 2019- 2020

Framestore, London, UK

- Animated cartoony characters in **Tom and Jerry** (2021).
- Created realistic keyframe humanoid animation from blocking to final in **Wonder Woman 1984**.
- Used next-generation simulation tools to merge keyframe and dynamics in **The Midnight Sky**.

Character Animator, 2017-2019

MPC, London, UK

- Created keyframe character animation from blocking to final in **Dumbo** (2017) and **Maleficent 2**.
- Animated hyper-realistic animals and creatures of imagination.

Senior Character Animator, 2015-2017

KILOO games, Budapest, Hungary

- Worked with lead creative artist on design and animation of in-game and cinematic characters.
- Rigged characters using Maya and 3ds Max.
- Developed previs, layout and camera for game trailers.

Technical Animator, 2008-2014

Crytek, Budapest, Hungary

- Brought characters from model to playable state. Created high-end game animation using keyframe and motion capture techniques in the VES award-winning **Crysis Warhead** and other AAA titles.

Technical Artist/ Animator, 2006-2007

Aenima CGS, Eger, Hungary

- Keyframe animation of characters in **Egon and Donci** (2007) animated feature.
- Built pipeline and developed automatization, lighting and animation tools in 3ds Max

Education

2018 Bruce MacKinnon's improv for animators course

2016-2017 Animationmentor.com – Creature Animation Masterclass

2012-2013 Animationmentor.com – Character Animation Program

2003-2009 ELTE – Bachelor of Computer Sciences

1998-2008 ELTE – Master of Physics

Skills

- Proficiency in Maya, 3ds Max.
- Fluent in MaxScript, strong knowledge in Javascript, C#, C++. Knows Python, MEL.
- Understands VFX and game pipelines. Experience with Shotgun.
- Willing to develop creative options for a problem to help decision-making.
- Ability to work well under pressure.

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