

## Contact

sergey.koznov@icloud.com

[www.linkedin.com/in/sergeykoznov](http://www.linkedin.com/in/sergeykoznov)  
(LinkedIn)

## Top Skills

Motion Design

Node and Layer based Compositing

Music Videos

## Languages

English (Professional Working)

Spanish (Professional Working)

Chinese (Limited Working)

Russian (Native or Bilingual)

# Sergey Koznov

NO WAR.

Poland

## Summary

Use: Houdini, Maya, Simulations, Unreal Engine, Sense of style, beauty, as well as responsible!

Creative and Code

VR/AR experience

Non-Organic Modeling, Organic Modeling, Technical Animation, Character Animation, Shading, Lighting, Rendering  
Mental Ray, Final Render, V-Ray, Mantra;  
Nuke, After Effects; Boujou, PF Track; Houdini, Maya, XSI, zBrush,  
All Adobe, ect

Some of my work are here:

---

## Experience

Firm Motion

Animator, VFX Artist

December 2014 - January 2018 (3 years 2 months)

Ukraine

Role

3D modelling, Animation, Motion, VFX

Terminal FX

3D Artist/Houdini Fx

August 2015 - December 2015 (5 months)

Ukraine

3D Art Work in Maya, Xsi and Houdini

Motion Graphics and VFX

VFX supervising

GlowGames

Animator/FX Artist

January 2015 - June 2015 (6 months)

Animation, FX, 3D, 2d Animation, 3d Animation, VFX, Character Animation, Object and Props ect.

### VGNC

Animator/Houdini Fx Artist

May 2014 - September 2014 (5 months)

One little project with vfx and motion design work

### FILM.UA Group

CG Artist/Animator

February 2014 - June 2014 (5 months)

Ukraine

### Noosphere Ventures

Sr. Web and VFX/Motion Designer/Animator

September 2013 - November 2013 (3 months)

Ui and Web Design, Motiond Design, 3D, storyboards, presentations  
Typography, iconography, composition, color, layout, etc.

### Firm Motion

3D Generalist ,Creative Director

March 2013 - November 2013 (9 months)

Motion Designs, 3d Projections, Commercials, Presentations, Promotions,  
Films, Games, 3d Projects, Sterio Graphics, VFX, CGI, UI, Web Design, Game  
Promos, Interaction Design, Visual Design, ect.

Digital Painting, Node and Layer based Compositing; Basic Rigging and  
Animation; Props Modelling; Modeling 3d locations; Environments;Character  
Animation and tech; Modeling interior / exterior; Texturing objects; Creating  
sketches; Creation of concepts; Setting up materials for visualization; 3D  
Graphics Programming, Game Programming, AI Dev, ect

### Cupid plc

Sr. VFX Artist/Animator

August 2011 - November 2013 (2 years 4 months)

Ukraine

Ui and Web Design, Motiond Design, 3D, storyboards, presentations  
Typography, iconography, composition, color, layout, etc.

### Cupid Labs

Sr. MoGraph/VFX Artist/Animator

June 2013 - October 2013 (5 months)

Motion Designs, Commercials, Presentations, Promotions, Films, 3d Projects, Var. Graphics, VFX, CGI, UI, Web Design, Visual Design, 3D ect.

SFG Company

Sr. 2D/3D Artist/Animator, Designer

May 2013 - September 2013 (5 months)

2d Animation, 3d Animation, VFX, Commercials, 3d Modeling, Painting

KAZZA

Motion Graphics and 3D Teacher/ CEO

March 2013 - August 2013 (6 months)

First School on Cinama4d and Affter Effects in Ukraine. Provide students with a set of theoretical knowledge and practical skills of the whole production cycle graphic content of the following products:

Motion design, 3D Content, Graphics and animation for BroadCast and TV

Teaching:

3D, After Effects, Cinema4D

Est.ua

Sr. Graphic & Motion designer/Animator

October 2011 - April 2012 (7 months)

Ukraine

Ui and UX Design

Typography, iconography, composition, color

Motion Design and 3D

Kinomaster

Sr.VFX artist, Lead 3d modeller/Animator

September 2010 - October 2011 (1 year 2 months)

Ukraine

<http://3dparty.biz/>

<http://www.kinomaster.dp.ua/>

Motion designer, Lead 3d modeller, 3d renders,Color correction (AE,Pr)

Animatix4d

Sr.CG Artist,Lead 3d Modeller

August 2007 - August 2010 (3 years 1 month)

Digital Painting, Node and Layer based Compositing;

Basic Rigging and Animation; Props Modelling

Modeling 3d locations, environments;  
Character Animation and tech;  
Modeling interior / exterior;  
Texturing objects;  
Creating sketches;  
Creation of concepts;  
Setting up materials for visualization;

#### Freelance

3D Environment Artist (VideoGames)

January 2007 - June 2007 (6 months)

3d graphic for games

---

## Education

English Club TV School

Filming and TV, Filming and Directing for TV, Commercials and  
Films · (2012 - 2013)

Gloria FX School (Visual Effects School)

Visual Effect Artist, Modeling, Texturing, Animation, Rendering, Compositing,  
Tracking · (2012 - 2013)

Metallurgical Academy of Ukraine

Information and Computer Science, IT, Programming · (2008 - 2012)

Dnepropetrovsk transport Economic College

Information and Computer Science · (2003 - 2007)