

KIRILL PAPILIO

Art director, On-set supervisor, Designer



ABOUT ME

I favorably differ among like-minded artists with the ability to not just create beautifully but also analyze, while creating a bright competitive product. This is because I am a combination of broad outlook of an engineer, great imagination and creativity of a professional artist. That is why you are lucky that you have chosen me. I will help to materialize any of your ideas and, as a result, to increase your income.

CONTACT ME

Telegram
<https://t.me/KirillPapilio>

Email
KirillPapilio@gmail.com

Website
www.my3d.one

WORK EXPERIENCE

- 2020 - 2021 TV NASH (Kyiv)
AR/VR - artist
Responsible for the creation of VR, real time keying and virtual studios.
- 2017 - 2020 GWARDIYA PRODUCTION HOUSE (Kyiv)
Motion designer / Compositing artist / On-set VFX supervisor
More than 3 years experience in advert/cinema. In the last year and a half, I worked as lead artist and on set VFX supervisor. Some of advert that I made for Gvardiya was shortlisted KIAF Awards as a best VISUAL EFFECTS.
- 2013 - 2017 FREELANCER/CONTRABAS video prod. (Dnipro)
Video Poduction Artist
More than 4 years I worked with client over the world as a Video Production Artist. I made cinematics, advertisement, product design.
- 2012 - 2014 FREEDESSTUDIO/HARVEST (Dnipro)
3D visualization artist / designer
Recruited to provide architectural design and urban design for government, commercial and private sector clients.

EDUCATION

- 2017 - 2021 VFX supervisor, motion designer, art courses.
I completed a lot of interesting courses Gnomon workshop, Lynda, FXPHD, Pluralsight, Udemy and many other. I very like to studying.
- 2015 - 2016 Director expirience
I completed the course New York Film academy - FILMMAKING and shot some short film.
- 2013 - 2015 Autodesk Authorized Training Center
Professional 3d Graphics, Animation and VFX Courses
- 2009 - 2013 Dnipropetrovsk Academy of Architecture
Architect designer
- 2005 - 2007 Art school

PROFESSIONAL SKILLS

- **Compositing:** Nuke, After Effects (advanced) / Davinci Resolve, Fusion (good)
- **Tracking:** SynthEyes, PFtrack, Mocha (good)
- **2D:** Photoshop (advanced) / Illustrator (basic)
- **3D:** 3D Studio Max + Vray, Mental Ray, Arnold (good) / Maya, Zbrush (basic)
- **Simulation:** Marvelous Designer, PhoenixFD, TyFlow, RayFire.
- **Texturing:** Substance painter, Mudbox, UVLayout, (good) / Mari (basic)
- **Scripting:** Python (basic)
- **Realtime:** Unity (basic), Unreal Engine (basic)