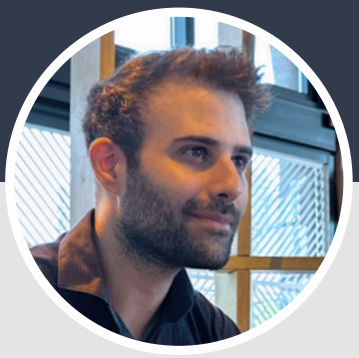

SLAV BRUNER

TECHNICAL ARTIST | 3D RIGGER

CONTACT

(604) 365 3391

slavbruner.dev@gmail.com

North Vancouver, BC

Open Work Permit

Linkedin

linkedin.com/in/slav-bruner-80066491

Portfolio

https://vimeo.com/1065143582

SKILLS

- Programs:
  - Maya, Blender
  - Substance Painter
  - Adobe Suite
  - Unity, Unreal
- Programming Languages:
  - C#
  - Python, Mel, PyQt5
  - Javascript, React
- Version Control:
  - Git, Github, Sourcetree, VCS

LANGUAGES

- English (Fluent)

PROFILE

My passion for designing intricate game mechanics, inspired by the games I grew up playing, naturally led me to programming and rigging, where I combine technical expertise with artistic vision to breathe life into every project I undertake.

WORK EXPERIENCE

Phoenix Labs / Funkeyz Animation Ltd 2023 - 2024

3D Rigger - Freelance

At Phoenix Lab's Everhaven, I rigged and skinned diverse characters, clothing, pets, and enemies, ensuring compliance with the pipeline and engine requirements. I developed PyQt5 tools to accelerate joint placement for cloth variants across different races and created tools to compare skeleton and rig scene files for compatibility with Unreal Engine. Additionally, I designed tools to prevent intersections in thin clothing while maintaining a low vertex count for optimal performance.

Avidans Ltd 2024 - 2024

Unity Developer - Freelance

Designed and developed a program from scratch in C#, including the pipeline and architecture. Modeled and rigged assets in Blender and integrated them into Unity. Created editor tools and GUIs for database generation and prefab instantiation. Implemented an event-driven architecture and features like a performant graph system and user navigation. Managed API requests for precise sun positioning based on dates and handled database communications. Ensured the project was fully optimized with high-fidelity graphics. Authored comprehensive documentation.

Snowball Studios 2020 - 2021

3D Rigger

During my work on Disney's *Muppet Babies* and *Cocomelon*, I contributed by rigging and skinning props, characters, and their variants in Autodesk Maya. I developed tools using PyMEL to streamline workflows and automate rigging for large sets. I optimized heavy scene files to ensure smooth performance for animators and occasionally acted as a generalist, resolving shading and modeling issues. Collaborating closely with department leads and cross-functional teams, I also wrote comprehensive documentation and supported fellow riggers by reviewing work and tackling complex rigging challenges.

EDUCATION

IAC - Israel Animation College 2018 - 2021

Graduated studies of 3D animation, modeling, shading, rigging and rendering.