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# BARTEK KUJBIDA

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## ANIMATOR

I am a very passionate animator who simply loves making things move! I am a very big film and video game buff and have been working in the industry since 2005. Being experienced working in production, I have very strong animation, story and direction principles which I apply to all my work.

FREELANCE ANIMATOR, MONTREAL – 2014-PRESENT

**Transformers 4: Age of Extinction**

Animated giant robots saving the Earth!

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SENIOR CINEMATIC ANIMATOR, BOWARE, MONTREAL – 2008-2011

**Mass Effect 3 • Mass Effect 2 • DLC Content**

Created and animated cutscenes which included creatures, characters, camera and vehicles. Responsible for creating cutscenes using keyframe as well as motion capture animation. Created and animated large scale space battles. Developed a more robust facial animation system.

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LEAD ANIMATOR, DAMNFX, MONTREAL – 2006-2008

**Dinosaurs Alive 3D (IMAX) • Sea Monsters (IMAX) • Halo 3 • Halo 3: ODST**

Animated creatures and characters for various productions. After DamnFX closed, Bungie hired me to finish the job on location in Kirkland, Washington.

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ANIMATOR, RAINMAKER, VANCOUVER – 2005-2006

**Night at the Museum • Garfield 2 • Dr.Dolittle 3 • Blades of Glory • She's the Man**

Animated creatures and characters for various productions. Some of the work included animating faces on live action animals as well as animating scenes for the studio to use in various bids.

PROFICIENT AT MAYA, 3DSMAX, XSI, LIGHTWAVE, PHOTOSHOP, AFTER EFFECTS

VANCOUVER FILM SCHOOL – 3D ANIMATION & VFX DIPLOMA, 2005

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