

# Andre Oustinov

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**Job Target** CG Artist, VFX Artist,  
3D Animator and setup (technical),  
RealFlow water effects and dynamics setup,  
texture painting, modeler,  
graphic design

**Knowledge and Skills** 15+ years experience of computer graphic, 3D, design and VFX.  
3D VFX for cinematic sequences. Particles, Cloth, Dynamics.  
Big experience in Real Flow.  
Designing, modeling characters. Setting Up technical rig.  
Have experience in creating photo-realistic texturing.

**Working Experience** 2013- present time Freelancer (Berlin, Germany)  
2013-2013 Linda Inc. (Tokyo, Japan) VFX Artist (Freelancer)  
2013-2013 Toneplus Animation Studios (Tokyo, Japan) VFX Artist  
2011-2013 3D VFX Artist, Freelancer, Israel  
2009-2010 OLM Digital (Tokyo, Japan) VFX Artist  
2008-2008 Studio Bocan (Tokyo, Japan) VFX Artist  
2007-2008 Geronimo Design (Tel-Aviv, Israel) VFX Artist  
2005-2007 Linda Inc. (Tokyo, Japan) VFX Artist  
2004-2005 Hands Up Ltd. (Tel-Aviv, Israel) 3D Animator  
2004-2004 Broadcast Ltd. (Tel-Aviv, Israel) 3D Modeler  
2002-2003 Zeppelin Meimad Animation (Tel-Aviv, Israel) 3D Animator  
2001-2002 JCS Postproduction Ltd. (Tel-Aviv, Israel) 3D Animator  
1998-2001 Gravity Postproduction Ltd. (Tel-Aviv, Israel) 3D Animator

**Education** 1992-1998 Academic Institute of Fine Arts named after V.I.Suricov, Moscow  
Speciality: Graphics

1988-1992 R'azan Design College of Fine Arts, Russia.  
Speciality: Industrial Design

**Software** Autodesk Maya (advanced) (15 years experience )  
RealFlow (advanced) (7 years experience)  
Mud Box (advanced)  
Houdini (beginner)

Photoshop  
Illustrator