

FABIO RIBAK

ANIMATOR

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🌐 www.fabioanims.weebly.com



WORK EXPERIENCE

OMEDA STUDIOS

Senior Gameplay Animator | 2023 - Present

- Animating gameplay cycles for Predecessor

ROUGE MOCAP

Senior Animator | 2022 - 2023

- Animated and revised motion capture animations for different projects

KINSHIP ENTERTAINMENT

Gameplay Animator | 2021

- Gameplay and cinematic animations brought in Unity for the game Skydome

SONY INTERACTIVE ENTERTAINMENT

Cinematics Animator | 2018 - 2019

- Final motion capture animations for the games Marvel's Avengers and The Last of Us 2

BIG STUDIOS CGI

Freelance Animator | 2015 - 2016 / 2020

- Animated Honda Civic and WRV cars commercials and VR advertisement
- Tufties - Cycle Animations
- Jelly Belly - Commercial environment animation

ALPHA CHANNEL TECHNICAL COLLEGE

Maya Instructor | 2015 - 2016

- Taught fundamentals of Maya, modeling, rigging and animation
- Assisted students to assemble their portfolios

GREAT WOLF STUDIOS

3D Animator | 2014

- Retargeting motion capture data and layered animation on MotionBuilder

TOOLSET



Maya



MotionBuilder



Unity



Unreal



Photoshop



After Effects

SKILLS

- Professional animations utilizing hand-keyed and motion capture data
- Proficient in rigging
- Experienced in blending animations with Unreal engine and Unity's animator controller
- Understanding in modeling, textures, lighting and compositing, as well as the other pipelines within production

EDUCATION

NEW YORK FILM ACADEMY | 2018

- Master of Fine Arts in Game Design

IANIMATE | 2015 - 2016

- Creature Animation 1, Quadruped locomotion
- Feature Animation 4, Facial acting / lip sync

FULL SAIL UNIVERSITY | 2014

- Bachelor of Science in Game Art

AWARDS

GRADUATE HONOR STUDENT

- New York Film Academy | 2018

VALEDICTORIAN

- Full Sail University | 2014