

SAMULI KINNUNEN

Technical Animator

ABOUT ME:

An everyday artist, craftsman and a game developer with a broad range of skills fine tuned through keen curiosity and passion by self development. My profession cornerstones are Open Helpfulness, Emphasizing Joy at Work, Leading With Example and Respecting the Process Through Trial and Error.

WORK EXPERIENCE:

SENIOR TECHNICAL ANIMATOR

AILIVESIM

SINCE: AUGUST 2024

AILiveSim - AI Training Simulator (UE5)

- 3D Gameplay Animation, Facial & Body Motion Capture, Character/Machinery Rigging and Animation Blueprint logic implementation
- Automation tools development

TECHNICAL ANIMATOR

RIGHTSIZED GAMES AB

APRIL 2022 - MAY 2024

Undead Inc. (Steam & Epic)

- 3D Gameplay Animations, Facial & Body Motion Capture, Rigging and Gameplay Implementation on characters, creatures and environment objects in Unreal Engine
- 2D Animations on textures and animated UI elements

FREELANCE LECTURER

KAJAANI UNIVERSITY OF APPLIED SCIENCES

SINCE: NOVEMBER 2023

- Teaching Motion Capture workflow on Movella Xsens & Rokoko mocap suits, using Blender and Unreal Engine for Gameplay Animation

FREELANCE ANIMATOR

FREELANCE

SINCE: MAY 2018

- Motion capture recording productions and data pipelines
- Unreal Engine projects and prototypes development
- 3D and 2D Gameplay Animation
- Motion graphics content, video production to various media platforms and marketing purposes, f.e.; Twitch, Youtube, TikTok and Instagram

EDUCATIONAL INFO:

KAJAANI UNIVERSITY OF APPLIED SCIENCES

BACHELOR'S DEGREE OF INFORMATION TECHNOLOGY GAME DEVELOPMENT AND 3D ART & ANIMATION

OCTOBER 2015 - MAY 2019

- Student party member, study line lead tutor
- Student game project release: Minor Problems - at itch.io
- Final thesis: Motion capture with HTC Vive -tools

NHTV UNIVERSITY OF APPLIED SCIENCES

EXCHANGE STUDENT - 3D ANIMATION

SEPTEMBER 2017 - JULY 2018

- Studies focused on 3D animation, motion capture and AAA project workflow in interactive media and entertainment.
- Student game project release: Dalnvincible - at itch.io



TECHNICAL SKILLS & TOOLS:

ADOBE CC: PS, IL, AE, PR
ADOBE SUBSTANCE PAINTER
AUTODESK: MAYA, MOTION BUILDER
BLENDER
CASCADEUR
DAVINCI RESOLVE
DYNAMIXYZ
PYTHON
UNITY
UNREAL ENGINE
XSENS

MOTION CAPTURE
PHOTOGRAPHY
CONCEPT ART
VIDEO PRODUCTION

PIZZA & LASAGNA

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AWARDS:

Game Development World Championship
2017

"The Official Game of Finland" title,
Kainuu 100, by Afterlife Entertainment

"GGJ with Houdini" -contest first place
Gooye, Global Game Jam 2018

