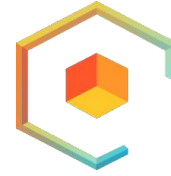


Tsotne Gotsiridze

Digital Artist & Animator



🏠 Bronx, NY 10455
📞 (646) 509-7112
✉ tsotne95@gmail.com
🌐 tsotne951.wixsite.com/portfolio

EXPERIENCE

Inersa, Remote — Co-Founder/Digital Artist & Animator

FREELANCE JANUARY 2024 - PRESENT

- Produce captivating digital art, dynamic animations, and engaging videos for diverse client needs

MarketScale, Remote — 3D Generalist & Motion Graphics Artist

FULL-TIME - MARCH 2022 - MARCH 2024

- Conceptualized and designed storyboards for animated videos for various projects, which included the recommendation of infographics and advertisements
- Textured and modeled 3D product visualizations and collaborated with the creative team to design effective advertisements and demonstrations
- Rigged and animated 3D models in Maya for technological products based on input from clients and art directors
- Created illustrations and motion graphics that were presented and recommended to the design team to be implemented in videos

Future Colossal, New York, NY — 3D/Unity Motion Graphics Artist

CONTRACT - JUNE 2021 - MARCH 2022

- Utilized the Unity game engine to create 2D, 3D, and physically immersive experiences under tight deliverable deadlines
- Designed and integrated assets into Unity to create environments filled with life, characters, and effects
- Created computer graphics and motion graphics assets for integration into custom software used by external stakeholders
- Designed sound effects and collaborated with the Creative Technology team to program into real-time interactive visual effects
- Developed mood boards and style guides for various immersive experiences and implemented such visions
- Applied basic script to animate objects/scenes

McNabb Roick Events, New York, NY — Motion & 3D Artist

FULL-TIME - JANUARY 2019 - JUNE 2021

- Designed floor plans and 3D renders in programs such as AutoCAD and Sketchup for large events held by fortune companies
- Designed décor board with color palettes, samples, and materials for events that were presented to clients
- Designed promotional brochures for client events, in addition to company portfolio booklets

SKILLS

2D/3D Design & Animation, Video Editing/Compositing

PROGRAMS

Maya, Cinema 4D, Blender, ZBrush/Mudbox, SubstancePainter/Designer, Unity, Unreal, PremierPRO, AfterEffects, ADAnimate/Spriter, Photoshop, Illustrator, InDesign, 3DS Max, AutoCAD

WORKING PROFICIENCY

HTML, CSS, JavaScript

EDUCATION

Hunter College, Bachelor of Arts in Emerging Media - *Dean's List*
May 2021

Borough of Manhattan Community College, Associate of Science in Animation/Motion Graphics - *Dean's List*
December 2019

Relix Media, New York, NY — Motion Graphics Artist

CONTRACT - MARCH 2018 - MARCH 2019

- Created motion graphics and design layouts for print ads, flyers, email newsletters, promotions, contests, and online banners etc.
- Utilized software such as Adobe Illustrator, Photoshop, and After Effects to make pixel perfect illustrations
- Collaborated with Head of Design, Creative Director, and Marketing Team to finalize and implement various designs

Modsy, New York, NY — 3D Designer

CONTRACT - AUGUST 2017 - MARCH 2018

- Created and designed 3D rooms using proprietary software, in addition to determining project needs and budgetary requirements
- Drafted “Style Notes” that described each 3D room design in detail
- Presented the finalized 3D room design to each client for their review and approval

Alesa’s English, New York, NY — 3D Artist/Animator

CONTRACT - JULY 2016 - AUGUST 2017

- Worked on a team to create and storyboard initial production stages of an educational children’s game
- Utilized scripts and storylines to create animations and synchronize frames and audio
- Designed, rigged, and animated 3D meshes in Autodesk Maya, Mudbox, and Unity to bring animated scenes to life while directing the work of animation assistants
- Created environment, character, and prop concepts in Photoshop
- Created 3D models, drawings, and illustrations electronically and joined images with background graphics and effects

SocietyRow, New York, NY — Graphic Designer

PART-TIME - FEBRUARY 2015 - JULY 2016

- Analyzed design briefs and worked with copywriters, designers, stylists, and executives to create business cards, logos, promotional content, and office materials in Photoshop, InDesign, and Illustrator
- Developed new design concepts, graphics, and layouts while working on a wide range of mediums
- Created web layouts with InDesign and created promotional videos with Adobe PremierPro

CERTIFICATIONS

HTML, CSS, and Javascript - Johns Hopkins University - Coursera

Google IT Support Professional

Complete AutoCAD 2021- Udemy

NOTABLE PROJECTS

Abyss — 3D FPS Single player Story

- Project co-lead responsible for visual direction and animation.

Sector — 2D Brawl/Platform Game

- Project lead, designed all visuals and animation

ComposAR - AR Mobile App

- Designed UI/UX & Brand

Omuni Online - MMO Game

- Designed concept art and 3D assets