

# NITA LEMPIÄINEN – 3D Animator

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## PROFILE

A passionate and forward-thinking 3D animator with a specialism in character animation alongside a general knowledge base aimed at the industry. I have always been passionate about storytelling which led me to move to Scotland to acquire education and work in animation. Through my studies at University of the West of Scotland and my jobs in animation and modelling, I have had the chance to work on a lot of challenging projects. These have tested me and taught me many crucial skills but also made me come to love collaborating with other creative people.

## SHOWREEL: [www.nitalempiainen.com](http://www.nitalempiainen.com)

The rest of my portfolio is also available at my website: [www.nitalempiainen.com/portfolio](http://www.nitalempiainen.com/portfolio)

## EXPERIENCE

### Technical Animation Support Artist | Axis Studios

Aug 2023 to Dec 2023

Worked on an unannounced episodic production for Marvel as an animation support artist. This role was highly adaptable from day to day as our aim was to smooth the pipeline transition from animation to lighting and effects.

- Cleaning up intersections, rogue keyframes, shape distortions etc. in animation
- Adding and adjusting animation to address supervisor and client notes, sometimes on a short turnaround time
- Troubleshooting and fixing caching issues like subframe distortion or namespace issues
- Communicating commonly appearing, continuity, or other major issues to production and respective departments

### Team Leader & 3D Artist | Pale Blue Ocean | Tranzfuser

May 2023 to Jul 2023

Acted as the team leader and 3D artist of Pale Blue Ocean in the Tranzfuser competition while developing our game INsubordinate.

- Production of environmental, character and animation game assets through modelling, rigging, texturing and application and editing of motion capture animation in Blender
- Produced documentation for development plans, weekly meeting notes and managing our finances
- Arranged meetings with the team and Tranzfuser
- Communicated weekly tasks, deadlines and meeting times to the team and acted as the communication link between the team and Tranzfuser staff

### Mentee | Axis Studios

Oct 2022 to May 2023

Through the Axis Internship Programme, I was mentored by a senior animator with 6 years in the industry. This included weekly calls and feedback on my university and personal work.

- Independently produced an acting animation for the submission piece that got me accepted in to the program
- Gaining insight into industry practices and workflows and implementing them in my own work
- Receiving and implementing feedback on my animation work
- Learning about techniques and tools used in character animation such as AnimBot, motion capture and stylization

Working as a 3D modeller for the city planning department of Lappeenranta.

- Designing a pipeline and workflows for visualizing development plans for buildings and environment in 3D software that are readily available to the department like Blender and Twinmotion
- Documentation of practises and production of teaching materials for future implementation of the workflow
- Working independently through remote connection from a different country and actively communicating with the rest of the team

## **EDUCATION**

### **BSc Computer Animation Arts (Hons) – First Class**

**2019-2023**

#### **The University of the West of Scotland**

Developed specialism in 3D character animation, alongside general skills in 2D animation, 3D modelling, VFX, concept art and production through individual and team projects.

- Honour's Project – "Flow" – Individually produced a 30 second character animation concentrating on body mechanics through parkour in Autodesk Maya and rendering the animation in Unreal Engine 5
- Animation Studio Production - With a 6-person team we produced a 20 second 3D game trailer from concept art to post-production in 6 weeks in Maya. My tasks ranged from modelling, animation and vehicle rigging in Maya to post-production in After Effects.

### **International Baccalaureate Diploma – 36 points**

**2016-2019**

#### **Imatran Yhteisluokio**

- Higher subjects in Visual Arts, English and Finnish and standard in Mathematics, History and Biology
- An intensive course that tested my skills in time-management and working under pressure while pushing for critical thinking, problem solving, and collaboration

## **SOFTWARE SKILLS**

- Autodesk Maya – Animation, Modelling and Rendering
- Unreal Engine 5 – Lighting, Sequencer and Rendering
- Blender – Animation, Rigging and Modelling
- Photoshop – Illustration, Painting and Photo Editing
- Krita – Illustration
- After Effects – Motion Graphics and Compositing
- Premiere Pro – Video Editing

## **PERSONAL SKILLS**

- Teamwork – Gets along with everyone in a professional setting and can collaborate on ideas and projects.
- Adaptability – Quick learner that rarely repeats mistakes and able to work in most work environments.
- Analytical thinking – Can be critical of own and other's produced work and give feedback.
- Independence – Able to work remotely and self-manage without supervision if needed.
- Troubleshooting – Can test software and workflows repeatedly to improve processes.
- Organisation – Good time management and has experience in file sharing in a professional setting.

## **ADDITIONAL INFORMATION**

- Achieved Highly Commended Award with "Flow" from UWS Computer Animation Arts 2023 course
- Achieved UWS Court Medals in 2019 and 2023
- Languages: Fluent in English and Finnish, basic skills in Swedish
- Served as Armourer for the UWS Archery team for 2020-2023 overseeing training and equipment
- Won Bronze in both Scottish Student Archery League and Indoor Championship in 2020

## **REFERENCES AVAILABLE UPON REQUEST**