

Alina Stašane

3D ANIMATOR

I'm a character animator with background in 2D that helps me bring stories to life through 3D animation.

EXPERIENCE

- **Ongoing Y3 Game Project 'Oh, Bugger!'**
Character Animator [Sep 2024 - Jul 2025]
 - Developed game's animation style
 - Worked on the first person player animations
- **3D Short Film 'TREMEN'**
Character Animator [May 2024 - Now]
 - Worked on the character animations
 - Participated in the feedback sessions with project supervisors and film director
- **Action-adventure game 'Bardo' released on itch.io**
Character Animator [Mar 2024 - Jun 2024]
 - Cleaned mocap data for gameplay animations
 - Ensured seamless animation implementation into the game
- **Short Film 'Fireworks'**
3D Generalist [Apr 2024 - Now]
 - Created CG assets through collaborative efforts within a large team
- **2-player action game 'Beetle Brawl' released on itch.io**
3D Generalist [Mar 2023 - Jun 2023]
 - Was responsible for texturing, concepting and animating

EDUCATION

- **Bachelor of Game Technologies (2022-Now)**
Breda University of Applied Sciences
Field of study: 3D animation
- **Teeside University (Jan 2021 - May 2021)**
Teeside University
Field of study: 3D animation and Visual Effects (Online, Short course)

CONTACT



alinastasuna@gmail.com



[LinkedIn - Alina Stašane](#)



bluecoloredpencil.com

PROFICIENCY

- Autodesk Maya
- Unreal Engine
- Motion Builder
- Substance Painter
- Vicon Shogun
- ZBrush
- Procreate
- Adobe Photoshop
- Adobe Premiere Pro

SKILLS

- Motion Capture
- 2D & 3D Animation
- Basic Rigging
- Compositing

LEADERSHIP EXPERIENCE

Producer

I was producing a 2D animated short film 'fishtank', where I managed a team of 9 artists of varying skill and experience levels

BUas Animation Guild Leader

As the Guild Leader, I organize and oversee weekly extracurricular meetings for all BUas students specializing in animation