

# Alina Stašane

## 3D ANIMATOR

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

## EXPERIENCE

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



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[LinkedIn - Alina Stašane](#)



[bluecoloredpencil.com](http://bluecoloredpencil.com)

## PROFICIENCY

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

## SKILLS

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

## LEADERSHIP EXPERIENCE

### Producer

I'm 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