

IGOR OKHLUPIN

- 2D ANIMATOR
- MOTION DESIGNER
- RIGGER
- ANIMATION SUPERVISOR

AVAILABLE — FREELANCE / PART-TIME / REMOTE

Da Nang, Vietnam
Open to relocate

CONTACT

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PORTFOLIO
gorslott.com

BEHANCE
behance.net/gorsoks

DRIBBBLE
dribbble.com/GorLow

CORE SKILLS

- 2D Character Animation
- Rigging
- Storyboarding & Animatics
- Video Editing
- 3D Animation (Blender, in progress)
- AI-Assisted Workflows

TOOLS

Moho · After Effects · Photoshop · Premiere Pro · CapCut · Spine · Blender

Working knowledge: Cinema 4D, Toon Boom Harmony

LANGUAGES

English — Upper-Intermediate (B1/B2)
Russian — Native

SUMMARY

2D Animator and Motion Designer with 6+ years of experience across character animation, rigging, and video editing. Built 100+ character rigs and delivered 1,000+ animated illustrations across 13+ visual styles, with credits including TheSoul Publishing, CSKA, and international studio partners. Currently expanding into 3D with Blender. Comfortable owning a project end-to-end — from concept and rigging through final render and delivery.

EXPERIENCE

Motion Designer, 2D Animator

2024 — Present

Studio name withheld (*current employer, full-time*)

- Develop animation concepts end-to-end, from initial idea through execution, including sourcing or creating missing visual elements
- Own the full production pipeline: rendering, post-processing, and revisions
- Deliver finished project files to cloud storage for distribution to stakeholders

2D Animator, Rigger, Video Editor

08.2023 — 07.2024

Studio name withheld (*independent studio, international*)

- Produced 2D animation for studio productions
- Built character rigs and prepared assets for the animation pipeline
- Edited video material and supported final content assembly

Screenwriter, Art Director, Video Editor

06.2022 — 08.2023

Freelance Projects

- Delivered end-to-end creative work for confidential clients, spanning writing, visual direction, and editing
- Shaped concepts, structure, and presentation for short-form video content
- Creative direction and production work included content for CSKA

2D Animator, Rigger, Artist, Video Editor

03.2020 — 03.2022

TheSoul Publishing

- Animated and rigged characters for YouTube production content reaching millions of views
- Prepared visual assets and supported editing workflows across a fast-paced content pipeline
- Contributed as both animator and illustrator within the studio's house style

TRAINING & DEVELOPMENT

Self-taught through online courses, tutorials, and specialized animation communities, with skills continuously refined on live production work. Trained 10+ junior animators and riggers in animation and rigging fundamentals.