



Gabriel Betros

Technical Animator

Summary

I am an ambitious technical animator. I've always had the passion to work in the games and animation industry. Besides tech animation, I also have a decent knowledge of modeling, texturing, animation and character art and have a good understanding of the entire game workflow.

Experience

Self-tutor

Over 7 years of self-tutor in 3d field and specializing in technical animation made me confident and skilled enough to solve any technical problem I might have in my work.

Freelance Technical Animator

Riot Games - Triada studio~ Dec 2016 – Jul 2017

I was part of a team located in Armenia "Triada Studio". We worked on a short film based on the game "League of legends". I was responsible for facial, body and cloth rigging for four characters including the main character.

Future games

Sep 2019

As a student in Future games I worked on 3 game projects in a year and I was mainly focusing on rigging, animation, implementation in game engines, I also worked on character art and making props.

Education

- 2010: High school, Syria
- 2019-present: Future Games, Stockholm, Sweden

Skills

- Create advanced facial and body rigs for games and films
- Mechanical and custom rigs
- Python scripting and procedural rigging
- Create UI and tools using Pyside2
- math
- Create state machines in Unreal
- Modeling
- Animation
- Sculpting
- Texturing

Software

- Maya
- Unreal Engine
- Unity
- Zbrush
- Substance Painter

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Languages

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