



MARTIN POŠTA

CHARACTER ANIMATOR | GAME MAKER

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PROFESSIONAL EXPERIENCE

- 2021 • A Garden Witch's Life - Freetime Studio - rigger, character and creature animator (*game - unreal*)
- 2020 • Muppet Babies s3 - PFX - animation lead and animator (*TV series*)
- Perla - PFX - creature animator (*short vfx film*)
- various advertisement work - PFX - animator
- 2019 • Jama - CzechAnim - character animator (*short film*)
- Dinosauři - DIVR Labs - creature rigger (*vr experience - unity*)
- 2018 • TimeTransit VR - Freetime Studio - creature rigger and animator (*vr game - unreal*)
- Tin Hearts - Rogue Sun - character animator (*mocap*)
- 2017 • Marnie's World - CzechAnim - character animator (*feature*)
- NEIL - bachelors film (*short film*), the whole pipeline - from concept to final postproduction
- Myth of Karma - Q1 - layout artist and animator (*vfx*)
- 2016 • Plody Mraků - 2D cutout animator and TD (*short film*)
- Rybáři - Puppet animator (*short film*)

EDUCATION

- 2020 • Animawarriors - with Stephen Eusebio
- 2019 • Anomalialia.eu - with Keith Lango
- 2018 • AnimSquad - intermediate with Alberto Abril
- Anomalialia.eu - with Joe Daniels (*VR*)
- 2017 • Anomalialia.eu - with Keith Lango (*VR*)
- 2016 • Anomalialia.eu - with Anthony Wong, Mark Oftedal (*storytelling, cartoon*)
- 2015 • Anomalialia.eu - with Anthony Wong, Rich Quade, Ben Rush (*storytelling, character & facial animation*)
- 2013 - 17 • Film School of Academy of Performing Arts in Prague

EXHIBITIONS

- 2015 • Animation at FAMU: a peek into the workshop Animating on walls (3.3-5.4. 2015, AMU Galery in Prague)
- Paralel world - Pixilation 24.11.2015, Czech Center in NY