

# John Oleniacz

3D Character Technical Director & Animator  
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## Education

**Bachelor of Fine Arts: Animation**  
Savannah College of Art and Design  
• Summa Cum Laude  
• Graduated May 2025

## Work Experience

### This Is How We Roll

Animator & Motion Designer, 11/2020 - 01/2021

- Designed and animated the title sequence for a documentary with Cinema 4D and Redshift
- Worked closely with the Director and responded to feedback

### Lenape District Television

Digital Media Intern, 09/2020 - 06/2021

- Filmed and technical directed live sports productions
- Produced digital content utilizing film, photography, motion graphics, and vector graphics
- Utilized After Effects, Cinema 4D, and Redshift to animate kinetic typography short films with 3D elements

### All Around Creative

Editing Contractor, 09/2021 - 10/2021

- Edited footage in Adobe Premiere Pro for client's needs with many video and audio layers
- Addressed feedback from Audio/Video specialist

## Collaborative Experience

### Croaked!

05/2024 - 06/2025

- Produced the film using Autodesk Shotgrid, and earned an honorable mention for Best Producer by Assurdo Film Festival
- Won Best Animated Short in One-Reeler Short Film Competition
- Rigged 3 cartoony characters with a custom stretchy eye system, blendshapes, node trees, and set-driven key
- Animated 3 shots with constraints toggling several times between up to eight character rigs
- Lit scenes with Maya and Arnold, composited shots in Nuke, and color graded the film with DaVinci Resolve

### Pain D'épices

11/2024 - 01/2025

- Rigged the main character for motion capture and animation using a node-based FK/IK switch
- Emphasis was placed on deformations to fit the film's realistic style

### Disarmed

03/2024 - 06/2024

- Rigged two robot characters, one with six detachable limbs
- Implemented FK/IK switches and detachable components with efficient node networks and direct connections
- Supervised all rigging as the film's Character TD

## Skills

3D Character Rigging - Hair/Cloth Simulation - 3D Character Animation - Scripting - 3D Modeling - Producing  
Graphic Design - Problem Solving - Time Management - Organization - Critical Thinking - Leadership

## Software

Autodesk Maya - SideFX Houdini - Foundry Nuke - Python - Autodesk Shotgrid - Maxon ZBrush - DaVinci Resolve  
Adobe Photoshop - Adobe Premiere Pro - Adobe After Effects - Adobe Illustrator - Procreate - Microsoft Office Suite

## Memberships

Rigging Union - Animation Producers Guild - Themed Entertainment Association

## Achievements & Awards

- Eagle Scout - 02/2020
- Adobe Certified Professional in Visual Design Using Adobe Photoshop - 07/2023
- SCAD Dean's List - 09/2021 - 06/2025

