

Pavel Trufanov

Portfolio ↗

Motion Designer & Technical Artist

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Yerevan, Armenia (work permit)

SUMMARY

Motion designer and technical artist working in motion graphics, procedural 3D, and production tooling since 2019. Builds reusable systems — expression-driven After Effects templates, Blender Geometry Nodes setups, and internal Unity Editor tools used in production. Currently works across After Effects, Blender, and web-native motion (Lottie, WebGL), with AI-assisted tooling in the pipeline.

SKILLS

Motion & 3D: After Effects, Blender (Geometry Nodes, procedural VFX, rigging, cloth/soft-body sim), DaVinci Resolve, Premiere Pro

Tooling: C# (Unity Editor), Python, Git

AI-assisted workflow: Claude Code, Seedance, Veo, ComfyUI

Web & interactive: Lottie, WebGL

SELECTED PROJECTS

- **Marketing capture toolset (Unity, C#)** — Editor-only tool for shooting trailers and vertical video inside live multiplayer matches: cinematic camera, world freeze, HUD management. Built without hard dependencies on the game codebase, so it survives game updates. Used daily by the marketing team.
- **Pixel Gun 2 Trailer** — launch trailer for the game, shown at GDC (Game Developers Conference).
- **Procedural mesh disintegration (Blender Geometry Nodes)** — disintegration and reveal effect built without simulation, reusable across shots without re-setup.
- **VHS effect template (After Effects)** — .mogrt built entirely on expressions, adapts to any comp size with no re-keyframing. Ported to WebGL as a live web version.
- **Anamorphic 3D billboard** — forced-perspective animation for a multibrand fashion store's street display. Custom rigging, cloth and soft-body simulation, screen-specific render baking.

WORK EXPERIENCE

Cubic Games — Motion Designer Jan 2026 — Present
Pixel Gun 2 / Pixel Gun 3D

- Motion graphics and UI animation for video ads and in-game economy screens
- Built the internal Unity Editor capture toolset used by the marketing team (see above)
- Built expression-based After Effects templates for recurring campaign formats

Freelance — Motion & 3D Designer Mar 2025 — Jan 2026

- Motion design and 3D/Blender work for independent clients: video editing, motion graphics, procedural 3D

Level One — Motion Designer, Video Editor May 2024 — Mar 2025

CREOS Play — Motion Designer May 2023 — May 2024

Art Congregation Russian Dino — Motion Designer Sep 2022 — Sep 2023

Malyshchitsky Chamber Theater — Video Artist Sep 2019 — Sep 2022

EDUCATION

Higher Directing Course

St. Petersburg State University of Film and Television

Screenwriting Course

St. Petersburg State University of Film and Television

Bachelor's Degree, Biology (Bioorganic Chemistry) — 2016

Lomonosov Moscow State University, Moscow

PUBLICATIONS

Kuznetsova, K.G., Trufanov, P.V., Moysa, A.A., Pyatnitskiy, M.A., Zgoda, V.G., Gorshkov, M.V., Moshkovskii, S.A. (2016). "Threonine versus isothreonine in synthetic peptides analyzed by high-resolution liquid chromatography/tandem mass spectrometry." Rapid Communications in Mass Spectrometry, 30(11), 1323–1331.
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