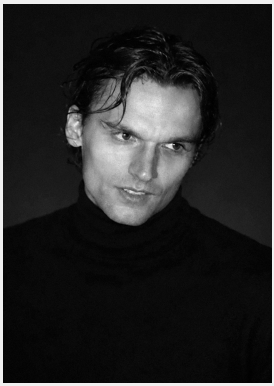
SERGEY NEKRASHEVICH — Cinematic Artist / Art Director



About me

Warsaw-based Cinematic Artist / Art Director with 4+ years of experience creating game cinematics, brand commercials and full CG scenes — from look and layout to camera, lighting and character animation.

Skilled in Unreal Engine 5, Maya, Cinema 4D, Blender, Cascadeur and MotionBuilder.

Worked on projects for Nike, PUMA, PlayStation, World of Tanks × deadmau5 and Apple Music.

My stack

Unreal Engine 5
Maya
Cinema 4D
Blender
Cascadeur
MotionBuilder

My Skills

Art direction & visual style
Cinematic blocking & shot design
Camera animation & storytelling
Layout & environment assembly
Lighting & rendering (UE5)
Full CG pipeline for scenes
Look development & grooming
Character animation (body mechanics, acting)
Rigging, mocap & data cleanup

Social

sergnksn.com
Email.me
Showreel
Mocap reel
Behance
LinkedIn

Education

Animation School

Advanced Body Mechanics
2023 — 2024

IsaevWorkshop

Cinematic Artist
2022 — 2023

Work experience

AVE studio — Cinematic Artist (2024 — 2026)

Game cinematics and high-end brand ads: blocking, camera, environment, lighting, character animation.

CLAN — Animator / 3D Artist (freelance, 2024 — Present)

Nike Mercurial Superfly, PlayStation × Sphere: rigging, animation, lookdev.

Mimic Production — Mocap Artist (2024)

On-set mocap support, data cleanup for Unreal Engine 5.

JIKO — Cinematic Artist / Character Animator (2023 — 2024)

Short films and game cinematics.

Freelance Cinematic Artist (2022 — 2023)

Music videos, game cinematics, film.

Clients

Nike
PUMA
PlayStation
World of Tanks Blitz
deadmau5
Apple Music
BetBoom
FISSURE
BADMAD ROBOTS

Awards

Collision Awards
2025 — Winner

Stash Media
WoT × deadmau5

Stash Media
PUMA Speedcat

Language

English (B2)
Polish (A2)
Belarusian (native)
Russian (fluent)