NT

STATUS

Open to work: full-time and projects

TOOLS

After Effects
Cinema 4D (Redshift, Octane)
Blender
Photoshop · Illustrator
Figma
Lottie · Bodymovin · TGS
Spine · Duik · CrazyTalk
AE scripts and expressions
Generative AI · ComfyUI

SKILLS

2D / 3D animation
Character animation
CGI and VFX
Compositing
Performance creatives
Motion design systems
AI pipelines

LANGUAGES

Russian — native
English — B2

EDUCATION

Secondary specialized, software technician
Voronezh Institute of High Technologies, Sep 2018 – Jun 2022

Nikita Tokarev

Motion Designer / 3D Generalist · concept to render

Portfolio & case studies: itshife.com thishife@gmail.com +381 61 209 3003
Remote · Serbia

Motion and 3D generalist, 10 years in the industry: ads, brand motion, 3D, interface and Lottie animation. Built a motion design system that saved animators about an hour of prep; bring AI in via a ComfyUI workflow.

EXPERIENCE

Senior Motion Designer — Company under NDA · 1 — May 2025 – Nov 2026

- In 18 months, produced 300+ performance creatives (UGC, 2D/3D animation) and 1,000+ localised versions for UA campaigns; designed and tested visual hooks, and winning concepts were scaled to other markets.
- Assembled creatives in Photoshop, Figma and After Effects; built 3D assets (transitions, interface elements) in Cinema 4D and Redshift.
- Built a local ComfyUI workflow: video analysis, hook and edit ideas, creative variant generation. Generated up to 5 hook ideas a day.

Motion Designer — Company under NDA · 2 — Sep 2024 – May 2025

- Worked in a team of four under an art director on a brand's visual redesign; its 3D mascot became the centerpiece of a new marketing campaign.
- Made the 3D mascot with an illustrator and a 3D artist: rig and animation in Blender, character and performance in promo and cartoons; advised the sculptor on shaders, face, clothing and level of detail.
- Made 1–2 social creatives every working day from October 2024 to May 2025, plus 4 animated cartoon episodes (After Effects, Duik rigs) and 3 promos for offline events.
- Built a motion design system for social media: After Effects templates (presets, expressions), build requirements for graphic designers, and a timing, easing and effects guide for motion designers. Pushed through the final template and adherence to the requirements, saving animators about an hour of prep; everyone used it.
- Mentored middle designers on new tools and 3D pipelines; ran R&D in 2D/3D and AI.

Motion Designer — Reliz Ltd · mobile performance — Jul 2022 – Aug 2024

- Made 400+ ad videos for crypto, betting, fintech, nutra, iGaming and e-commerce, including 3D promo ads built from scratch (Plata card, BetBoom, Fonbet), plus promos and materials for offline events.
- Worked solo: shot tracking footage, generated voiceover; 3D and tracking in Blender, animation and compositing in After Effects.
- Delivered a CGI video series for a product: modeling, animation, VFX and render in Blender.

Motion Designer — CREOS Play · ad task marketplace — May – Jun 2022

- Produced many game-dev video ads in After Effects for Unity Ads and ironSource.
- Created assets in Photoshop and rigged in After Effects.
- Tested new visual hooks; one was chosen for the main campaign.

Level Designer / 2D Animator — DominiGames — Feb 2021 – Apr 2022

- Started as Level Designer: built levels for Hidden Object and Match-3 games, trained new hires.
- Assembled scenes, rigged 2D characters in After Effects, did lipsync by hand in CrazyTalk; animated characters by state: idle, action, item, item handoff.
- VFX: explosions, magic and effects; 3D mapping with 2D assets.

NT

CONTACTS

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Nikita Tokarev · Motion Designer / 3D Generalist

FREELANCE

Independent Motion Design & R&D

2016 – present

Solo project work for studios and brands, taken on between full-time roles. Often created assets from scratch because no source materials existed.

Telegram × UFC Strike

Presentation of the UFC Strike gifts collection inside the mobile app: animated characters and items; video variations for every fighter with social-media resizes, a one-minute promo edit, and an octagon design that was used on the real octagon.
Case: itshife.com/telegram-ufc

ZakZak

Swiss school lunch delivery service. The client supplied only the UI and assets; I did everything else: brief, concept, voiceover, all animation and assembly. After many iterations: an ad film in four versions (long, short, simple, New Year) and a set of Lottie animations for the mobile app.
Case: itshife.com/zakzak

Boostlab
Dec 2025 – Feb 2026

Design studio. Showreel, 3D design and visuals (Cinema 4D, Octane), social media content, R&D; branding in tandem with a graphic designer.
Case: itshife.com/boostlab

BBDEX

Interface animation and a 3D mockup for an app showcase.
Case: itshife.com/bbdex

WWM

An additional studio project where I built the scene and the film myself; published with me credited as author.
Case: itshife.com/wwm

Concepts

Concepts for studios: interface animation, 3D mockups and R&D for them; an animated grid of interface cards (bento layout) from idea to render.
Case: itshife.com/concepts

Lottie and stickers

190+ Lottie animations (After Effects, Bodymovin), handed over to developers for integration into products; animated sticker packs (TGS, via Bodymovin) for clients within strict format limits; 2D characters drawn in Photoshop and Illustrator, rigged and animated in Spine.

YouTube
2017 – present

Speed art videos (youtube.com/@itsHife).