

Contact

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Portfolio

ArtStation / jakovpiplica
Vimeo / Jakov Piplica

Based in

Močići, Konavle, Croatia

Education

2018

Bachelor's degree — Animation

Academy of Fine Arts, University of Zagreb

Dean's Award of Excellence during undergraduate studies.

2021

Master's degree — Computer Animation

University of Portsmouth, UK

Research into synesthesia and film language as a way to interpret sensory experience.

Expertise

- Character & gameplay animation
- Rigging & procedural motion
- Motion capture & cleanup
- Storyboarding & direction
- 3D modelling & sculpting
- Texturing & lighting

Jakov Piplica

Animator, rigger & tool developer

Character animation, rigging and motion systems for games, film and stage. Combining an art-school background with technical animation, motion capture and tool development.

Experience

Midnight Hour

Current

Principal Animator / I Have Hobbies

For the past two years, I have worked as Principal Animator on Midnight Hour, a fast-paced top-down shooter developed by I Have Hobbies in Zagreb.

- Build character rigs, animation systems and gameplay animation, and contribute to development and implementation.
- Connect authored animation with responsive tentacle motion using my Tentacle Dynamics tool.

SCUM

2022–2025

3D Animator / Gamepires

Character and gameplay animation for SCUM, spanning player actions, weapon handling, cinematics and Unreal Engine implementation.

- Worked on agriculture and cooking animation systems, and led animation work on rocket launcher and Luger weapon systems.
- Retargeted and cleaned body and facial motion capture for gameplay, cinematics and promotional work.
- Cleanup, animation, scene preparation, camerawork and lighting for Going Nuclear 0.8 and Hell's Kitchen 0.85 cinematics.

Selected freelance work

SteelSeries / Arctis GameBuds

Freelance animation / Global launch

Character animation for the global launch of Arctis GameBuds. Two trailers developed over three months, organising and leading the pipeline from storyboard to pre-render.

Dubrovnik Summer Festival

Freelance animation / Ballet scenography

Layered 2D motion design and parallax scenography for Dubrovački plesni san, created as projected backgrounds for the ballet.

Jakov Piplica

ANIMATION / ZAGON

Software

Autodesk Maya
MotionBuilder
Unreal Engine 5
Rokoko Studio

Scripting

Python / MEL

Maya tools & pipeline development.

Other tools

ZBrush
Substance 3D Painter
KeyShot
TVPaint
After Effects
Premiere Pro
Photoshop
Motive / OptiTrack
Faceware

Languages

Croatian
Native

English
Advanced

Italian
Intermediate

French
Beginner

Studio

Močići, Konavle, Croatia
Rokoko Smartsuit Pro II
Body motion capture

Selected work & practice

JAKOV PIPLICA / ANIMATOR, RIGGER & TOOL DEVELOPER

Further collaborations

Sun Creature / Riot Games — Freelance cleanup

Cleanup work with Sun Creature Studios, Denmark, on a Riot Games Legends of Runeterra cinematic.

Šarena jezera — Animated identity

Two introductory animations for exhibitions and a film showcase, made for Umjetnička radionica Šarena jezera.

Capabilities

Animation

Character & gameplay animation · Body & facial animation · Storyboarding & direction · Cinematics & scene preparation

Rigs & systems

Character rigging · Procedural & secondary motion · Python & MEL scripting · Maya tools & pipeline development

Motion capture

Rokoko capture workflow · Retargeting & cleanup · Motion editing & animation polish · Maya / MotionBuilder / Unreal integration

3D production

Modelling & sculpting · Game-ready asset preparation · Texturing & lighting · Print-ready models

Independent work

JarBug

Personal game project in development: an over-shoulder insect arena roguelike built around evolution and a co-op-to-versus gameplay loop.

Tentacle Dynamics 2.0

Artist-directed Maya motion tool: procedural joint motion, viewport performance, editable animation and transitions.

Upon His Image

Bachelor film expanded into a short; selected to 17 festivals and winner of two awards.

Tracking — Artefact

Graduation exploration of synesthesia and film language, extending the research developed during my master's degree.

Studio & motion capture

Based in Močići, Croatia, with an in-house Rokoko Smartsuit Pro II for body motion capture, retargeting, cleanup and animation polish.

The studio shares the Šarena jezera workshop hub, run by my parents, Ana and Luko.