



# ANTON KHRYPKO

3D/2D MOTION DESIGNER, CREATIVE PRODUCER | MOBILE  
ADVERTISING, VIDEO CREATIVE FOCUSED



Ukraine, Poltava



offerthename@gmail.com

## ABOUT ME

I am a Senior 3D/2D Motion Designer specializing in video creatives, as well as a Middle Creative Producer and Middle User Acquisition Manager.

My expertise lies in working with Unreal Engine 5, complemented by After Effects and Blender. I have crafted over 1000 unique and high-performing creatives, demonstrating proficiency across various genres and mechanics, including reskins, mockups, and more.

Additionally, I possess extensive experience in launching and scaling advertising campaigns for mobile Hyper-Casual games on platforms such as Facebook, Google Ads, TikTok, and video networks (Unity, Applovin, Ironsource). My skill set includes a comprehensive understanding of mobile metrics calculation, including ARPU, LTV, Retention, and others. I am proactive and results-driven, constantly generating hypotheses and exploring new approaches to traffic acquisition and implementation.

## LINKS

**Portfolio:**  
<http://offerthename.com>

**LinkedIn:**  
<https://www.linkedin.com/in/anton-khrypko-285b9b245/>

## LANGUAGES

UKRAINIAN

ENGLISH

RUSSIAN

## WORK EXPERIENCE

**PUFA PRODUCTION**  
Jan 2023 - Feb 2024

### CEO

A studio specializing in producing AAA-level creatives for organizations of all levels and industries. Our major and regular clients include Voodoo, SayGames, and WarGaming.

**NEWEDGE GAMES**  
Mar 2022 - Jan 2024

### 2D-3D MOTION DESIGNER / CREATIVE PRODUCER / TEAMLEAD CREATIVE DEPARTMENT

Production of high-quality 2D/3D creatives for mobile games, idea generation and brainstorming, writing of technical specifications, full team management consisting of 5 individuals, ensuring quality assurance.

**BLACK CREATIVE**  
Jan 2022 - Dec 2022

### 3D Motion Designer / Creative Producer

I was responsible for the full cycle of creative production, including idea generation, client communication, and client acquisition

**DATS.TEAM**  
Jan 2020 - Sep 2022

### 2D MOTION DESIGNER / TEAM LEAD CREATIVE DEPARTMENT / MIDDLE USER ACQUISITION MANAGER

I have been involved in producing creatives for mobile games, creating over 2000 creatives in the Hyper-Casual genre. I managed a team of 5 individuals in producing Hyper-Casual creatives. Personally, I have spent over two million dollars on advertising campaigns, collectively bringing in 20 to 30 million users across all products.

**BINI BAMBINI**  
Oct 2021 - Jul 2022

### 2D MOTION DESIGNER

Created over a hundred unique creatives for Bini.Kids children's applications

**DUCKY LTD**  
Jan 2021 - Aug 2021

### 2D MOTION DESIGNER

Extensive experience working for one of the most renowned publishers of Hyper-Casual games.

**GAMEDELTA LTD**  
Mar 2018 - Jan 2019

### JUNIOR USER ACQUISITION MANAGER

My first job was at a crypto-gaming studio, where I delved into learning the basics of marketing and understanding the structure of game development.

## SKILLS

UNREAL ENGINE

BLENDER

AFTER EFFECTS

ADOBE PREMIERE PRO

ADOBE PHOTOSHOP

MOBILE 2D/3D VIDEO CREATIVE

MOBILE USER ACQUISITION MANAGER

CREATIVE PRODUCER / LEAD CREATIVE DEPARTMENT