
Contact: job-3d@yandex.ru

Skilled 3D modeler and designer with nearly 10 years of combined experience using digital media. Worked as a group member and independently. Extensive background in the 3D design and software including character and mechanism design and modeling, object and scene design and modeling, animation, texturing, lighting, and rendering. Self-motivated, adapts quickly to new solutions and works well under pressure – meeting all critical deadlines. Seeks professional and freelance opportunities in 3D design.

Relevant Software Skills

3D Studio Max, Maya, Pixar's RenderMan, Mental Ray

Professional Experience in 3D Design and Modeling

RRG Studios, 2007 – Present

Duties: Modeling and texturing planes and damaged planes for game project '*Battle for the Britain*'

Gvardiya Film, 2005 – 2007

Duties: Developing different models and textures for commercials.
Performing animation, lighting, and rendering of scenes.

Kiev Post Production, 2004 – 2005

Duties: Developing different models and textures for commercials and movies.
Performing animation, lighting, and rendering of scenes.

GCS Game World, 2004 – 2004

Duties: Creating 3D models for two strategy games, '*Alexandr*', '*Heroes of annihilation imparies*'.

DDLabs Ukraine, 2003 – 2004

Duties: Developing 3D models of characters, objects and mechanisms, and interior and exterior scenes.

Sibersoft, 2003 – 2003

Duties: Creating 3D models, textures and levels for PS2 game project '*Bruno*'.

Frogwares-Ukraine, 2001 – 2003

Duties: Creating 3D models, textures, characters for the game projects '*The Mystery of the Mummy*' and '*Journey to the center of the world*'.

SV-Center, 2000 – 2002

Duties: Creating 3D models of jewelry, rings, earrings, and necklaces.

IMSK, 1999 – 2000

Duties: Developing simple animations and models and creating elements of web-design.

Education

Kiev Polytechnic Institute, Department of Electronics, 1993 – 1999

Bachelors (1997) and Masters (1999) degrees.

Summary of Work Experience

In game production and post production I have been working for ten years. At the beginning, in 1998, 3D graphics was my hobby. At that time, I was studying 3D Studio Max software. Soon, I decided to make 3D design my profession. One of my first jobs, at SV-Center, was to make digital models of jewelry STL format from hand-made drafts using Jewelcad and Rhinoceros. This required high precision and extreme accuracy, because then the files were used for mouldings of jewelry.

In 2001, I was interviewed and got a position of a 3D designer in Frogwares Ukraine Company. I was working on a game project entitled 'The Mystery of the Mummy'. In a year, we finished the production of the game and started another one. At the same time, I was looking for more opportunities for my professional growth. This is why in 2003 I went overseas to get interviewed in the Sibersoft Studio for PS2 game project 'Bruno'. In Sibersoft Studio, all applications were performed in Maya Software products. For me, it was a challenge, because at that time I was not familiar with Maya. However, I learnt it quickly and got a position of a designer-modeler in Sibersoft Studio. Unfortunately, in a few months the company had to freeze my project due to financial problems. Therefore, in 2004 I was back to Ukraine where I got hired in a company named DDLabs.

At DDLabs, we did not have a project to work on but we were doing outsourcing. More precisely, we were looking for small projects from others. For example, if a game-developing group could not satisfy their deadlines, they were looking for our help, so that the game or any other project is done in time. As a great consequence, in DDLabs I learnt how to find solutions under very tight time restrictions.

In 2004, I accepted an offer from Ukrainian company Kiev Post-Production. At the beginning, I was creating graphics for TV commercials. This was a very new job for me, and I had to develop new skills fast. Also, every next project required more and more experience. Soon, I could also do graphics for TV shows and movies. I want to emphasize that being a part of the team in Kiev Post Production was extremely beneficial for my professional growth. Working there, I extended my knowledge of such applications as Maya and Pixar's RenderMan, I learnt how to render and to develop lighting of scenes in Maya and RenderMan. Unfortunately, in 2005 the company ceased, and I found a position in another post-production studio, Gvardiya film. For the next two years, I had been working on TV projects.

In 2007, I came back to game development. Now I work in a small company named RRG Studios.