

Vasiliy B. Shytov - character artist

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Objective

To obtain a position as a **3d character artist** within a studio or a freelance.

Experience

Over 6 years experience creating 3D models & painting textures in a game development pipeline. I took part in few big projects for PC, PS2 and PSP. Among them are: Desciples III, Silverfall, Cities Unlimited, Crazy Frog Racing 2. Also there were some small arcade games.

2009-2010	Fulltime for “ Vogster Entertainment ” (as a senior character artist) <ul style="list-style-type: none">• “CrimeCraft”. AAA Online persistent world next-gen Shooter.<ul style="list-style-type: none">○ Sculpting/texturing/modeling characters, clothes, haircuts;○ Characters skinning;○ Fixing bugs;○ Import skeletal meshes to Unreal Engine;
2008	Fulltime for “ Persha Studia ” (as a senior character artist) <ul style="list-style-type: none">• Kuju Zoe Mode. “Rock Star”<ul style="list-style-type: none">○ Sculpting/texturing/modeling characters;• Triumph. “Overlord II”<ul style="list-style-type: none">○ Sculpting/texturing/modeling characters;• Electronic Arts UK. “Monopoly”<ul style="list-style-type: none">○ Modeling/texturing props;• Electronic Arts UK. “Hasbro”<ul style="list-style-type: none">○ Modeling/texturing props;
2006-2008	Fulltime for “ Montecristo ” Games (as a senior artist) <ul style="list-style-type: none">• “Cities XL”<ul style="list-style-type: none">○ Modeling/ texturing/sculpting characters;○ Skinning characters.• “Silverfall” Addon<ul style="list-style-type: none">○ Modeling/ texturing/sculpting characters;• “Silverfall” for PSP<ul style="list-style-type: none">○ Optimizing objects, characters, textures;○ Skinning characters;○ Modeling/texturing levels.• “Crazy Frog Racing II” for PS2<ul style="list-style-type: none">○ Modeling/texturing levels, props;• “Silverfall”<ul style="list-style-type: none">○ Modeling/texturing objects.
2006	Freelancer for “ .dat ” Games <ul style="list-style-type: none">• “Desciples III”. AAA RPG for “Strategy First”, “Akella”<ul style="list-style-type: none">○ Texturing characters.

2004	Fulltime for “ Meridian’93 ” Game Development (as a junior artist) <ul style="list-style-type: none"> • “Wolfhound”. RPG for “1C” <ul style="list-style-type: none"> ○ Modeling/texturing weapons; ○ Painting character’s sketches; ○ Modeling/texturing characters; ○ Characters skinning/animation; ○ Making special effects. • “Alexander The Great”. RPG for “Koch media” <ul style="list-style-type: none"> ○ Modeling/texturing objects. • “Mad Magic”. Shareware Arcade <ul style="list-style-type: none"> ○ Modeling/texturing characters.
2003	Fulltime for “ Press-Exspress ” as a polygraphic designer
1999-2002	Part-time for “ SPA Telecom ” as a webdesigner

Skills

3D Painting:

Exceptional artistic ability to hand-paint and texture in 3D and 2D
 Expert knowledge of UV-mapping techniques

3D Character Modeling:

Understanding of high-poly and low-poly modeling of 3D characters
 Understanding of anatomy and form of a human body
 Ability to characterize and stylize

Software packages knowledge:

- 3ds Max 2010, Maya 2010, Photoshop CS3, ZBrush 3.5 R3, Fusion 5, UVLayout v.2, Topogun, xNormal, CrazyBump, Alienbrain, JIRA, Microsoft Office.

Personal skills:

Good communication skills
 Self-motivation, enthusiasm, and a positive attitude
 Ability to work effectively with minimal supervision
 Willing to learn

Other skills:

Good understanding of traditional drawing and painting
 Some experience with level design/building in game production
 Some experience in rendering with Mental Ray, Brazil and V-Ray
 English speaker

Education

(1997-2002) East Ukrainian State University
 (2002-2003) Private lessons of drawing and painting in Art College

Portfolio available at <http://www.shytov.com/>