

# 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.

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

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