



Dnepropetrovsk, Ukraine 49000

mob. +38 (067) 9605532

e-mail: [nivalidea@mail.ru](mailto:nivalidea@mail.ru), [nivalidea@gmail.com](mailto:nivalidea@gmail.com), [nivalidea@ukr.net](mailto:nivalidea@ukr.net)

skype: nival\_idea

icq: 445-887-492

Birth Date: March 1984

During the last 8 years I worked as cg artist in various branches of cg (Game Development, Architecture, Design, Advertisement, Television, Web Design and other Multimedia). And during the last 2 years in large game's developing company as lead artist

I got used to meet deadlines and see accomplished results of my work along with ability to improve my professional skills constantly.

**Objectives:**

I'm looking for interesting and creative work in game's development industry to provide great quality of assets for production and to gain new experience in cgi.

**Professional Experience:**

**2006 – 2009. [Persha Studia Dnepropetrovsk](#), [Nikitova LCC](#) - Lead Artist**

Project estimation, resource allocation, communication with clients, technical research, tasks management, quality monitoring, PWA/ MSP management, reviews, reports preparation, process standardization

- Make art content for outsource projects
- Manage team workflow and education
- Partial Art direction on different projects

*Worked on outsource projects for such companies as [Electronic Arts](#), [Cheyenne ME](#), [Slipgate Ironworks](#), [Cryptic Studios](#), [Vogster Entertainment](#) etc.*

**2004-2006. Freelance Artist**

High/Low-Poly modeling, animation, visualization for games and advertisement products

**2003-2004. Arkon - CG Artist**

- Develop Interactive presentations, catalogues and web sites with macromedia flash
- Develop other private and commercial projects with flash

**2001-2002. "Market Group" - Furniture/Interior designer**

- Design development and further implementation for new lines of furniture
- Interior design and visualization for private and commercial projects
- Create video content for product's advertisement

**2000-2001. "Valentina School" - Teacher CG**

- Prepare training course and materials on 3d modeling in 3dsmax
- Lecture on 3d modeling for Students of Kharkov State Academy of Design and Arts

**Software Experience:**

Maya, 3DSmax, Photoshop, Painter X, Flash, Premier, Programming (MEL, Action Script, JAVA, Visual Basic, C++, Pascal, PHP)

**Abilities:**

- Work well without supervision
- Skilled at learning new concepts quickly, working well under pressure
- Strong background in team management, scheduling and communication
- Analytical Attitude of Mind
- Ability to follow concept art very closely
- Ability to meet deadlines
- Passion for technologies of game development ;)

**Fields of Interest:** Low/High-poly Modeling, Texturing, Animation, Visualization, Post Production

**Education:**

May 2009	<a href="#">Autodesk Authorized Teaching Center. Persha Studia</a> <a href="#">Certificate of completion: Standard Technical modeling. Autodesk Maya 2009</a>	Kiev, Ukraine
August 2008	Males Training Centre <a href="#">Certificate of achievement: Managerial Skills</a>	Kiev, Ukraine
March 2003	<a href="#">Prydniprovsk State Academy of Civil Engineering and Architecture</a> Suspended Higher Education: Faculties of civil engineering	Dnepropetrovsk, Ukraine

**Languages:** Russian, English

**Portfolio:** [www.nivalidea.com](http://www.nivalidea.com)

**References:** References are available on request