

Ivanou Dzmitry

Year of birth 1977 | Location: Minsk, BY

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Lang: ru, by, eng

Edu: The Belarusian State University of Culture and Arts (1997-2002) Scientific information and library science, manager. Bachelor's degree.

Professional summary

If you need a researcher-artist for your team, with attention to detail and with extensive experience in game development - I will be happy to talk :) The most interesting directions for me: R&D in 3D/CG, modeling/ texturing and game prototyping. UI/UX (for tools) quite new for me but also interesting. My background: 19+ years of professional experience in game development (modeling, texturing), Art QA and technical writing. Also I have a lot of teaching experience in the field of 3D graphics (18+ years).

Technical Writer (Tech-Art) 2017 – now | Wargaming.net (Minsk)

Create technical documentation. Subject: Tools, Tutorials, QA and Technologies

Game engine development participate. UI/UX for internal business tools.

Draw Icons and create fonts for 3D-editors/ tools and etc.

Animation of components and prototypes for UI/UX.

Co-Founder and Trainer 2015 – now | Polygon.by - Art & Gamedev School (Minsk)

Co-founder, art-manager and trainer.

3d-modeling/ texturing for games and etc.

3D-designer 2014 – 2016 | Wargaming.net (Minsk)

3D-artist on WoT project.

Models checking. Working with documentation (writing and checking). Art QA. Tech-writing.

3D-designer 2013 – 2014 | Altwolf LLC (Minsk)

3D-helicopters modeling/ texturing for new generation of "C.H.A.O.S." game (helicopters sim).

Storyboarding. Previz.

Art Director 2007 – 2013 | Eligraphics JSC (Minsk/ Ho Chi Minh City)

Project manager/ Lead-artist

3D-modeling/ texturing objects, environment and etc.

Level-design and prototyping. Environment art. Props art.

Storyboarding. Previz. Scripting. Documentation for work process.

Lead 3D-artist 2002 – 2007 | Steel Monkeys (Minsk)

Create 3D-content for games (PC, xbox, PS) - models (objects, levels), textures.

Environment art. Props art. Checking work of other artists.

Work planning. Scripting (game design documents, tech-docs and etc).

Skills

Game development, 3D, modeling, uv-mapping, 3ds max, Maya, texturing, Photoshop, Substance Painter, Unity, Unreal Engine, technical animation, tech-art, rendering, UI, UX, Figma, graphics design, icons, video-editing, Adobe Premiere, After Effects, technical writing, documentation, html, MEL, python and etc.

Links

<http://frosoco.com> and <https://id13.artstation.com> – portfolio.

<http://www.uvtextures.com>, <https://tools.polygon.by>, <https://polygon.by>