

# Dzmitry Ivanou

Year of birth 1977 | Location: Vilnius, LT

Contact: [id13@tut.by](mailto:id13@tut.by) | +370 693 79 004 | Telegram: @bulb2020

Lang: ru, by, eng

**Education:** 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 (Vilnius)

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 – 2020 | POLYGON: 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:

[frosofco.com](http://frosofco.com) – personal page

[artstation.com](http://artstation.com) – portfolio