

# Dimitry Kachkovski Technical Animator/Char. TD

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Nationality: Russian/Canadian Dual Citizenship  
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- Objective** Interested in working as a Technical Animator/Character TD at a leading CG or Game development company in Vancouver.
- Background and Goals** I am currently employed at Crytek GmbH as a Technical Artist/Character TD. I am looking for a challenging position which will allow me to expand my horizons in both technical and artistic aspects. My interests are in all aspects of 3D production, characters being my specialty, and animation being my passion.
- Skills**
- 3D Production**
    - Extensive knowledge of 3D development pipelines and innovations.
  - Rigging**
    - Able to create complex yet user friendly character body and facial setups.
    - Good understanding of technical aspects in character development.
    - Extensive knowledge of human and animal skeletal and muscular anatomy.
    - Good eye for high quality physical deformations, general motion and dynamics.
  - Animation**
    - Excellent understanding of body mechanics.
    - Thorough understanding of principles of animation such as timing, spacing, anticipation, overlapping action, posing, arcs, dynamics, follow through, and appeal.
  - Mocap**
    - Good understanding of motion-capture methods for both face and full body (mostly worked with figuring out methods of implementation into the pipeline).
  - Modeling**
    - Moderate modeling skills: can create detailed and rig-ready mechanical and organic models with a focus on correct deformations.
  - Lighting**
    - Able to create basic lighting set-ups using Scanline, Mental Ray, and V-Ray.
  - Concept Design**
    - Can create beginner level mechanical and character concept designs.
  - Software of Use**
    - 3DsMax, Motionbuilder, Maya(beginner), XSI(beginner), CryEngine, Perforce, V-Ray, Photoshop, Illustrator, Premier Pro, After Effects.
  - Scripting/Programming languages**
    - Strong knowledge and experience using Maxscript.
    - Beginner knowledge of Python and C# .Net.

- Qualifications**
- Self-motivated and passionate about my work.
  - Always eager to learn and improve new and already existing skills.
  - Works well under deadlines, pressure, individually, and in a team environment.
  - Highly interested in delivering the best quality products and developing pipelines that meet the best interests of the company and its customers.
  - A quick learner and can quickly adapt to new software that is needed for development.

- Work Experience**
- CRYTEK GmbH** May 2007-Present  
*Technical Artist/Character TD*
- Games**
- Crysis - 2007
  - Crysis Warhead - 2008
  - Crysis 2 (in production)

- Redemption (cancelled)

**Responsibilities:**

Crysis/Crysis Warhead – Character setup using Character Studio, skinning, secondary dynamics, and custom tools development.

Redemption (Cancelled Project) – Character setup + Animation pipelines using 3DsMax and Motion Builder, skinning, cloth + hair dynamics, scripted tools for 3DsMax and Motion Builder.

Crysis 2 (In Production) – Custom Rigging Pipeline including rigging solutions, custom pipeline tools. Created and maintained custom rigs for both body and facial animation used for multiple characters.

Continuous Responsibilities across all projects – General problem solving, debugging pipeline issues, communication between art/animation departments, And general tools development.

I have occasionally been responsible for varying groups of Artists and Animators and have worked closely with them to deliver completed assets, such as Game Cinematic Prototyping and new art/animation technologies and pipelines.

**HUMBER STUDENTS' FEDERATION** August 2006-May2007  
*Graphic designer*  
- Produced advertisements using Photoshop and 3DsMax.

**PRIVATE FINE ARTS INSTRUCTOR** September 2006-Present  
Taught private classes in fine arts and design techniques.

**THE MOHAN GROUP INC** September2004-January2004  
*Assistant advertisement and package designer*

**Education**

**HUMBER COLLEGE – Toronto, Ontario, Canada**  
2005-2007.  
*Diploma in 3DMultimedia and Graphics Production.*

**ACADEMY OF REALIST ART – Toronto, Ontario, Canada**  
2001-2003  
*2 years of traditional fine arts education mainly focused on pencil and carbon pencil techniques of the late 19<sup>th</sup> century.*

**Awards**

**People's choice award**  
Year 2005 Arts Etobicoke Introspections 2005 *Etobicoke*

**References**

**Paul Neale – Character TD/CEO PEN Productions**  
info@paulneale.com  
Tel. (905) 409-1589

**Glen Shulz – Lead Technical Artist – Crytek GmbH**  
glen@crytek.de  
Tel +49 176 61237773

**Christopher Evans – Content Technical Director – Crytek GmbH**  
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