

Dimitry Kachkovski - Technical Artist/Character TD

(Canadian Citizen)

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Objective

Interested in working as a Technical Animator/Character TD at a leading Animation or Game development company.

Background and Goals

I was recently 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 with excellent deformation capabilities.
- 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 performance capture.

Modeling

- Moderate modeling skills: can create detailed and rig-ready mechanical and organic models with a focus on correct deformations.

Lighting

- Able to create variable 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 and pressure, individually, or 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

Technical Artist/Character TD

May 2007-December 2010

Games

- Crysis - 2007
- Crysis Warhead - 2008

- Crisis 2 (in production)
- Redemption (cancelled)

Responsibilities:

Crisis/Crisis Warhead – Character setup using Custom Rigs and Character Studio Biped, skinning, secondary dynamics, 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.

Crisis 2 (In Production) – Custom Rigging Pipeline including rigging solutions, complex deformation 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, collaborating with RnD department on developing and testing new technologies.

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.

HUMBER STUDENTS’ FEDERATION

August 2006-May2007

Graphic designer

- Produced multiple complex 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-January2005

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 19th century..

Awards

People’s choice award

Year 2005

Arts Etobicoke Introspections 2005

Etobicoke

Other Interests

Drawing , Classical Animation, Animation History, Martial Arts

Reference are available upon request.