

Guryev Alexander

Computer Graphics generalist

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Profile: [LinkedIn](#)

Goals

- Development of high-quality projects in the gaming or film industry
- Perfection of skills and knowledge in the computer graphics

Professional skills

- Department management with approximately 10 employees
- Keeping quality documentation on technical aspects of content development
- Production of cut scenes
- High quality 3d modeling: high-poly and low-poly
- Unwrapping of 3d models and creating of textures
- Creating of materials for the 3d models, including PBR
- Lighting and render setup for 3d scenes, network render setup
- Graphic user interface development
- Visual FX production
- Optimization of 3d and 2d graphic content
- Automation of the operations for creating graphic content
- Digital 3d and 2d animation
- Architectural visualization: interior, exterior
- Matte painting
- Video compose, cleanup

Tools

- Autodesk 3ds Max (Brainbench certificate «3D Studio Max Master», 2001)
- Adobe Photoshop
- Adobe After Effects
- Unreal Engine 4
- Allegorithmic Substance Painter
- SideFX Houdini
- A wide range of plug-ins to the main tools
- Other graphics software packages – on demand

Extra skills

- Programming: C++, Lua, HTML/CSS, Unreal Engine 4 blueprints, some other languages
- Driving license of category B

Languages

- Russian – excellent (native)
- English – intermediate

Experience

▷ **09.2019 – nowadays: Dobro**
CG generalist

- Application for software structure visualization
 - The entire application development cycle based on Unreal Engine 4™, except of structure models and interface graphics
- 2 tv commercials for Winline.ru
 - Layout and 3d models for some shots
- Opening scene («Prologue») for the movie «Invasion»
 - Layout and 3d models for some shots
 - Background buildings assets from photogrammetry mesh
- «Graphical interfaces» of an alien spaceship for the movie «Invasion»
 - Modeling a part of the city for the background of a «holographic» map of Moscow
- Moscow International Festival The Circle of Light (Grebnoy Channel, [opening show](#))
 - Materials and lighting setup for some shots

▷ **09.2017 – 08.2019: DevCubeStudio**
CG generalist

- VR first person shooter game: Space Ops VR
 - Developed: user interface menu structure, subject to VR features
 - Developed: part of in-game «augmented reality» elements, including weapon reticles
 - Created: game menus layout
 - Created: intro videos for early versions of all weapons
 - Created: in-game tutorial scenario
 - Localization of interface texts
 - Some auxiliary graphics are created, both for the game and for early site version

▷ **09.2012 – 08.2017: Boolat Games**
Head of animation department, director of cut scenes

- 7 hidden object /puzzle/adventure games
 - Developed: production of cut scenes with mixed 2d and 3d graphics
 - Developed: process of VFX and animation production in the game locations
 - Created: storyboard, animatic, editing and post-processing of a number of cut scenes
 - Created: a number of visual FX, using various techniques, both in the game engine, and by pre-render method using several software packages
 - Created: a number of 3d models for game locations and cut scenes
 - Created: detailed guide for animators and artists on models, FX, animation, characters 2d and 3d
- 1 farming game
 - An improved script for automating the rendering of 3d characters has been created

▷ **11.2011 – 08.2012 : freelance**

▷ **04.2008 – 11.2011 : [Boolat Games](#)**

Lead technical artist and 3d-modeler, designer of visual FX

- **1 platformer game (with 2 episodes) for Sony PlayStation-3**
 - First official PS-3 game in Ukraine
 - Department management with approximately 5 employees
 - Systematized: 3d models and textures sets
 - Created: detailed guide on animation, game locations and models production
 - Created: graphic design of a part of game locations
 - Created: a number of 3d models with textures and animation
 - Created: a script for export and auxiliary operations for 3d models
 - Created: a number of visual FX in the game engine
 - Created: a number of cut scenes in the game engine
 - Participated in creating of promotional materials for the game
- **2 hidden object /puzzle/adventure games**
 - Created: a number of 3d models and scenes for game locations
 - Created: part of UI graphics
 - Created: a number of visual FX in the game engine
 - Created: a number of cut scenes in the game engine
- **1 strategy game**
 - Created: a script to automate the rendering of 3d characters into a complex set of 2d sprites
- **1 time management game**
 - Created: part of graphics for the game locations

▷ **09.2006 – 03.2008 : freelance**

▷ **03.2005 – 08.2006 : [Best Way](#)**

Technical artist, 3d-modeler, designer of visual FX

- **1 realtime strategy game**
 - Initiative for adding new shaders to improve the appearance of 3d props and game locations, and further use of the implemented technology
 - Developed: a guide to creating models and textures
 - Complete replacement of a set of visual FX in the game
 - Created: part of UI graphics
 - Created: a number of 3d models with textures and animation
 - Participated in creating of promotional materials for the game

▷ **02.2001 – 03.2005 : [Boolat Games](#)**

Lead 3d-modeler, 3d-animator, designer of locations and visual FX

- **1 arcade racing game, plus unfinished sequel for this game**
 - Created: graphic design of a part of game locations
 - Improved in a sequel: approach to a graphic design of game locations (light maps, improved detalisation, dynamic props)
 - Created: a number of 3d cars and props with textures and animation

- Created: part of UI graphics
- Created: a number of visual FX in the game engine
- Developed: a guide on 3d content of the game
- Participated in creating of promotional materials for the game
- 1 roleplaying strategy game
 - Developed: tile-based landscape construction method, with automated border texture blending
 - Created: graphic design of a game locations
 - Created: a number of 3d characters models and props with animation and part of textures
 - Created: part of UI graphics
 - Created: a number of 3d models for cut scenes production
 - Created: a number of visual FX in the game engine
 - Participated in creating of promotional materials for the game
- 1 slasher game (project is incomplete)
 - Created: a number of 3d models with textures
 - Developed: optimization of complex architectural props

▷ **Jobs on freelance:**

- Compose and cleanup for TV-series [«Misha spoils everything»](#)
- Compose and cleanup for TV-series [«Parents. Season 3»](#)
- Compose and cleanup for the movie [«Happiness in the envelope»](#)
- Destroyer ship model for the movie [«Black Jackets»](#)
- Virtual presentation of the stadium [Zenit Arena](#) in St. Petersburg
- AR-presentation for the exposition of Rosoboronexport at [Dubai Airshow-2015](#)
- A number of post-production materials for a movies: [«While fern blooms»](#), [«Orlova and Alexandrov»](#), [«Do not worry, I'm with you! 1919»](#), [«Subway»](#), [«Belovodie»](#), [«Vacation in skirts»](#)
- A number of backgrounds for [AD2460](#) (MMO space strategy game)
- Ka-60 helicopter model for the movie [«Brigade. Successor»](#)
- Participated in the [EVE Online Contest](#)
- Various 3d models for games
- Jewellery 3d models
- Architectural visualization of residential, public and religious buildings

Education

2016: [AnimationClub.ru](#): «Directing of Animation Movie» course.

1995 – 2000: Donetsk Institute of Artificial Intelligence, Software and Automated Systems division, Computer Information Technologies faculty. Graduated engineer-programmer.

A list of projects with links is available at [LinkedIn](#) and in [portfolio](#).