

Guryev Alexander

Computer Graphics generalist

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Portfolio: alexguryev.com

Goals

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

Professional skills

- AI generating and processing of images and video
- Automation of the operations for creating graphic content
- Keeping quality documentation on technical aspects of content development
- High quality 3d modeling: hard surface high-poly / low-poly
- Materials for 3d models, including textures unwrap and baking
- Lighting and render of 3d scenes
- Optimization of 3d and 2d graphic content
- 3d animation (non-character)
- Video compose, cleanup, animation
- Motion graphics
- Graphic user interface development
- Production of cut scenes
- Architectural visualization: interior, exterior
- Matte painting

Tools

- AI: ComfyUI (various tools), Midjourney, MagnificAI, Krea, Kling, Hailuo, ChatGPT
- Autodesk 3ds Max
- Blender
- Adobe Photoshop
- Adobe Substance Painter
- Adobe After Effects
- Unreal Engine 4+
- Marmoset Toolbag
- SideFX Houdini
- Other graphics software packages – on demand
- Source control soft, Miro, other planning and task utilities

Extra skills

- Programming: C++, Python, UE 4+ blueprints, Lua, HTML/CSS

Languages

- Russian – excellent (native)
- English – intermediate

Experience

▷ **09.2019 – nowadays:** [Dobro](#)
CG generalist

- Numerous video commercials and media projects
 - 3d models
 - AI images and video generation and processing
 - Scripts for 3d assets pipeline
 - Unreal Engine 4, 5 working preview
- TV movie graphics «[Tatarstan. Roads of discovery](#)»
 - River confluence map model
- Opening credits for the movie «[Karamora](#)»
 - Camera setup and partial layout
 - Unreal Engine 4™ working preview
- Application for software structure [visualization](#)
 - The entire application development cycle based on Unreal Engine 4™, except of structure models and interface graphics
- Opening credits and auxiliary graphics for the movie «[Invasion](#)»
 - Layout and 3d models for credits
 - Background buildings assets from photogrammetry mesh, for credits
 - Modeling a part of the city for the «holographic» interfaces
- Moscow International Festival [The Circle of Light - 2019](#) (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:**

- Various video commercials
- Opening credits for TV-series [«Fear Over the Neva»](#)
- Opening credits for TV-series [«The Secret of the Sleeping Lady»](#)
- 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 in [portfolio](#).