Guryev Alexander

Computer Graphics generalist

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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
- Production of cut scenes
- Visual FX conceptual development and production
- Communication between artists, animators and programmers on technical issues
- Optimization of 3d and 2d graphic content
- Automate part of the operations for creating graphic content
- Digital 3d and 2d animation
- Optimal high-poly and low-poly 3d modeling
- Unwrapping of 3d model subject to certain technical limitations
- Creating of textures and materials for the 3d models
- Lighting and render setup for 3d scenes, network render setup
- Architectural visualization: interior, exterior
- Matte painting

Experience

- ▷ **09.2012 – nowadays:** 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
  - 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

  ▷ **2001 – nowadays**, as freelancer:

- Virtual presentation of the stadium [Zenit Arena](#) in St. Petersburg
- AR-presentation for the exposition of Rosoboronexport at [Dubai Airshow-2015](#)
- A number of backgrounds for a movies: [«Беловодье»](#), [«Пока цветет папоротник»](#), [«Орлова и Александров»](#), [«Не бойся, я с тобой! 1919»](#), [«Метро»](#)
- A number of backgrounds for [AD2460](#) (MMO space strategy game)
- 3d models for the movie [«Бригада. Наследник»](#)
- Participated in the [EVE Online Contest](#)
- 3d models for games
- Jewelery 3d models
- Architectural visualization of residential, public and religious buildings

Tools

- Autodesk 3ds Max (Brainbench sertificate «3D Studio Max Master», 2001)
- Adobe Photoshop
- Adobe After Effects
- Allegorithmic Substance Painter
- A wide range of plug-ins to the main tools
- Other graphics software packages - as needed

Extra skills

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

Languages

- Russian – excellent
- English – intermediate
- Ukrainian – intermediate

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](#).