

Volodymyr Dergachov

Resume

Location: Montreal, Canada **Tel:** (1-514) 482 1647; **E-mail:** dergachov7@hotmail.com

on-line 3d portfolio and demo reel: <http://www.franticgames.com/portfolio/volodymyrdergachov>

Objective:

I am eager to work in a field of 3d graphics and/or texturing that permits me to make the most of a passion for creative work, visual entertainment and 3d games, as well as making precious contribution to an exciting and eye-catching product creation.

Profile:

CG artist with sharp eye for modeling with required precision and aesthetics.

Equal skill creating textures and material properties.

Flexible and impassioned with arts.

Experience working with 3d and 2d graphics and an artistic background.

Able to work in deadline-driven team environment in order to provide quality and creative work.

Sufficiently experienced in remote work.

Work Experience:

January 2006 – date – Mystic Software, **3D-2D Artist**, Montreal, Canada

November 2005 – January 2006 – The Turing*Shop, “K’ai Death of Dreams”, **rigging**, remote contract

September 2005 – January 2006 – Frantic Games, “1944: D-Day”, **3d character and props modeler, texture artist**, remote contract

October – November 2005 – Beyond FX, “18 Wheels of Steels”, **level modeler, texture artist**, short-time contract, Montreal, Canada

August –September 2005 – LumaPix, contractor, **graphic designer**, Montreal, Canada

August 2005 – date - on-line collaborative project “The Minas Tirith Project” , **3d modeler** , remote work

June 2004- June 2005 - A-Zstudio, contractor, **3d backgrounds** creation, **graphic design**, Lviv, Ukraine

February 2005 – production of introductive **short 3d animation** for International Showcase of animation “Silver Fly” held in Florence, Italy (main concept, 3d modeling, animation, video editing)

April 2004 – Studio Nib publishing, **3d illustration** for web site, Toronto, Canada

December 2003 – May 2004 – Romualdo Del Bianco Foundation, **graphic designer**, contractor, Florence, Italy

Additional Experience:

January 2006 - works published in **3D World magazine** (Issue 74, Exhibition section)

March - May 2005 - participation to CG Talk on-line challenge “Master and Servant 3d” (modeling, texturing, rendering)

October 2004 - January 2005 - participation to CG Talk on-line challenge “Grand Space Opera 3d” (modeling, texturing, rendering)

3d architectural modeling during studies in University (models and renders for personal projects)

Software Skills:

- **3ds max** – fluent (extreme low- and high-poly modeling, uvw mapping, texturing, geometry optimization, animation, rigging, rendering, character studio knowledge);
- **Cinema 4d** – fluent (low- and high-poly modeling, uvw mapping, texturing, animation, rendering);
- **Photoshop** – fluent (seamless textures, texture elaboration for unwrapped models, post effects and compositing, image editing);

Game development experience for:

- PC
- PS2
- Nintendo DS

Personal Information:

Birth: 7th of June 1984

Education:

2001 – 2004 - Faculty of Architecture, City Planning (Polytechnic University of Lviv, Ukraine) with a 4 hours per week of classical drawing and sculpture program

1991 – 2001 – complete Secondary Education

Languages:

English, French, Italian, Russian, Ukrainian, Polish