



Tarasov Kirill

Environment Artist

25 years old, currently residing
in Saint Petersburg, Russia

 ktarasov.com
 ktarasov3d@gmail.com
 vk.com/k.v.tarasov
 [ktarasov3d](https://soundcloud.com/ktarasov3d)
 +7 931 366-25-92



Goal:

To work in the game industry as an environment artist on quality titles, to communicate with other passionate artists and to always improve my professional skills. Three-dimensional graphics and creation of new, exciting gaming worlds both are a passion of mine for over 7 years now, and I'm willing to learn, grow and overcome any difficulties in order to continue to do my job.

Education:

Saint-Petersburg State University of Information Technologies, Mechanics and Optics
"Informatics and Computer Engineering", Magister degree

2008-2014

Skills:

- High Poly Hard Surface modeling (including Sub-D modeling)
 - Low Poly modeling (including retopo, UV mapping and baking)
 - Photogrammetry (full cycle - from photoshoot to finished game assets)
 - Texturing, materials creation (including procedural и PBR materials)
 - Level/Environment design, detailed scene creation and lighting design
 - Understanding concepts of form, proportion, composition and color
 - Collision и LoD models creation, firm grasp of optimization principles
 - Particle system effects creation
 - Dedicated and efficient team worker, experience with version control systems (SVN)
 - Self-motivated, quick to learn new software and tools
-
- English language (Intermediate)
 - Digital sculpting (basic skills)
 - Programming (C#, Java) and game scripting (basic skills)
 - Concept art (basic skills)

Software:

The Foundry MODO
 Autodesk Maya
 Agisoft Photoscan
 Substance Painter
 Substance Designer
 Marmoset Toolbag 2

Adobe Photoshop
 Autodesk 3Ds Max
 Autodesk Mudbox
 Pixologic Zbrush
 3D Coat
 Quixel Suite (NDO, DDO)

SpeedTree
 xNormal
 Knald
 UVLayout
 Adobe Premiere
 TortoiseSVN

Experience:

Freelance 3D artist
 Team Leader, "Back To School" mod for Left 4 Dead 2 (more info in portfolio)

2014-2016
 2009-2013