

Ivan Bouinatchov

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Objective: To participate in a collective effort with a team of my peers in a creation of the project(s) that would be the best of all worlds - technologically a-trend-setter, visually enticing and a financial runaway hit. On my part, would be continuous advancement of my art skills, understanding of the technology and working within a great team of talented individuals - in order to achieve the former.

Work Experience:

02/2009- Present Cryptic Studios, Los Gatos, CA

Staff Environment Artist

- Creation of geometry, materials and textures for props, interior levels, space maps and procedural terrain brushes on a very tightly scheduled production cycle.
- Use of proprietary live update game editor to create extra-terrestrial terrain, interior and space sectors. Responsibilities included creating environments to specific IP and/or designer specification, lighting and setting up environment kits for procedural terrain/interior generation.
- Documenting issues, recurring problems and proactive solutions from my experience on the project and prior production experience.
- Mentoring junior artists in use of tools and IP required quality guidelines.

07/2003-11/2008 Pandemic Studios, Los Angeles, CA

3D Artist, assets and environment

- Performed my tasks as environment artist, expanding into creation of vehicles / military hardware as needed.
- Completed full production on 3 shipped projects and worked as part of a core team in original IP development. Twice participated in short notice help on other projects and in other locations.
- Quickly and efficiently adapted to inner workings and requirements of new teams and projects - adaptation to new art styles, new software and production pipeline.
- When opportunity allowed, have performed on the Senior level and at times as a junior lead in my required field of expertise - primarily weapon and vehicle creation and research.

05/2002-07/2003 BlackOps Entertainment Santa Monica, CA

3D Artist - assets and environment

- Project hire to aid in completion of a project - have taken over creation and polish of a number of levels, assets and areas.
- Quickly adapted to the project and performed in a senior role
- Have worked on 3 shipped projects and developed close working relationship with the team and supervisors.

03/2002-05/2002 7 Studios Santa Monica, CA

3D Artist - environment

- Project hire to aid in creation of terrain and other assets for the game environment
- Performed my tasks in timely manner and meeting the requirements
- Learn proprietary and PS2 tools on the project

02/2000-01/2003 Viewpoint Corporation New York, NY

Technical Producer

- Train new hires in use of 3D capture systems and software
- Train new hires to generate proper content for the proprietary plugin
- Lead the most challenging projects, often without proper R & D time
- Document and distribute results of research

1999-2000 Metastream, division of Metacreations Princeton, NJ

Senior Lead Artist

- Producing photo realistic content for proprietary 3D Web plugin
- Discover and research proper modeling techniques for proprietary technology - distribute the knowledge acquired
- Test and utilize 3D proprietary scanning technology (laser and structured light)

1997-1999 Viewpoint Digital Los Angeles, CA

3D Modeler

- 3D modeler, texture creator and mapper
- Proficient in digitizing and CAD modeling from plans and blueprints
- Beta testing 3D laser scanning hardware and software

Education 1996-1997 CraneRoyer Studios Los Angeles, CA Graduating from one year program designed to provide individuals with necessary skills to succeed in traditional animation or computer arts industries. Hours taken in the program are equivalent to that of Bachelor Degree.

Applicable Software knowledge:

Proficiently and used in production:

3D Studio Max (3.1 through 2009)

Maya (5.0 through 2008)

Softimage XSI (5.11 through 7)

Photoshop (7 through CS3)

Understanding and good knowledge of:

Z-Brush, MudBox, Havok setup and proprietary physics simulators. Project experience in rigging and personal interest in animation / character set up. Variety of studio proprietary tools and plugins - quick understanding and thorough understanding of new and undocumented software.

Shipped titles:

Star Trek Online (Cryptic / Atari) - production, launch and live team.
Undisclosed Project (Pandemic / EA) - core team and proof of concept
Lord of the Rings: Conquest (Pandemic / EA) - additional art, PS3/Xbox360
Mercenaries 2: World in Flames (Pandemic / EA) - full production, PS3/360
Full Spectrum Warrior 2: Ten Hammers (Pandemic / THQ) – full production
Full Spectrum Warrior (Pandemic / THQ) – full production
Destroy All Humans (Pandemic / THQ) – additional art
Fugitive Hunter (Black Ops / Atari) - full production
T3: Rise of the machines (Black Ops / Atari) - full production
The X Files: Resist or Serve (Black Ops / Vivendi Universal) - additional art
Defender (7 Studios / Midway) - contract work, credits FMV
Ultima On-Line:Blackthorn's Revenge (Origin) - freelance work, no credit
Microsoft Baseball '99 (Microsoft) - as part of outsourced work