



Hello, I am

Mikael Kivi

3D & Technical Artist

Portfolio Niuva.net
Twitter [@Niuva](https://twitter.com/Niuva)
Email mikael.kivi@me.com
Phone +358 40 1866 997

Objective

I want to combine my artistic know-how with technical expertise to boost the effectiveness and improve workflows of art teams. I strongly believe, that with my widespread areas of interests in game development, that there isn't a challenge I'm not ready to tackle. I strive to constantly research new workflows and technologies in order to strengthen myself and my team.

Education

Karelia University of Applied Sciences 2016 - 2019
Bachelor in Information Communication Technology

My studies mainly oriented towards game programming, developing for AR and VR platforms, 3D rendering and creating artificial intelligences for games

North Karelia College, Pelitalo Outokumpu 2012 - 2015
Vocational Qualification in Audio-Visual Communications

Heavy focus on different aspects and processes of game development, covering subjects such as 3D modeling, sculpting, texturing, animating, rigging, motion capture and game design. I was also elected as the class president.

Professional Skills

Software Proficiency

Maya
3DS Max
ZBrush
3D-Coat
Marvelous Designer
Substance Painter
Substance Designer
Quixel Suite 2
Photoshop
Mari
Marmoset Toolbag 3
Agisoft Photoscan
RealityCapture
R3DS WRAP 3
Unreal Engine 4
Unity
CryEngine

Programming Languages

C#
C++
Python

Skills

Photogrammetry
Digital Sculpting
3D Modeling
PBR Texturing
Rigging
Motion Capture
Shaders & 3D Rendering
Maya Scripting
Version Control
Character & Environment Art

Languages

English Fluent
Estonian Fluent
Finnish Native
Swedish Limited working proficiency

Work Experience

Helsinki Police Department Aug 2015 – Jul 2016
Office Secretary

Monitoring traffic security cameras, processing of traffic offences and forwarding them to police personnel to be issued to violators.

Polar Bunny Ltd Nov 2013 – May 2014
Gameplay Programmer - Internship

Developing prototype games with an independent team within the company using Unity. My responsibilities were optimization for target platforms (iOS & Android), implementing gameplay features and content such as animations, 3D assets and materials.

Aasa Oy Jun 2010 – Jul 2012
Office Manager

In addition to making sure the daily operations at the office ran smoothly, I processed our clients foreclosures and assisted in the transition from a physical postage system to a digitalized one. I also had the opportunity to utilize various BigData sources in our marketing strategies.

Projects

Exile – Arma 3 Modification Sep 2015 – Aug 2016
3D Artist – Hobby Project

Exile Mod is one of the biggest Arma 3 Modifications and as of April 2017 had over half a million unique players.

During my time on Exile Mod as a 3D artist, I created modular base construction pieces, character clothing, tons of survival loot for the players to gather such as food, tools, equipment, weapons and everyday household items.

One of the largest challenges I faced, was figuring out the Arma 3 modding tools and correct pipeline to implement custom content into the game engine, with little to no documentation. Also working with team members around the globe, within different time zones, presented its own challenges.

You can learn more about the project at: Exilemod.com

