

Pavel Eryzhenskii

Producer & Artist

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oculless.art

Higher Education

- GAME DEVELOPMENT San Francisco, CA
BFA 2015 – 2020
 - Academy of Art University, School of Game Development
- BUSINESS INFORMATICS Moscow, Russia
BS (unfinished) 2014 – 2015
 - National Research University – Higher School of Economics, School of Management

Professional Experience

- THE ROCKWELL MUSEUM & AAU
Producer 2019 – 2020
 - Shipped an AR Docent system for Hololens in collaboration with **Microsoft**. Managing feature set, priorities, assignments and schedules for a team of tech artists and engineers.
- VISUAL CONCEPTS
Technical Artist 2019
 - Shipped **NBA 2k20** as a technical art generalist, helped integrating, rigging and skinning assets, as well as testing new features in-game.
- CENTER-GAME
Art Lead 2016 – 2017
 - Shipped **The Golden Spike**, an award nominated serious game for SAP. Defined and supervised the game's art direction, created artwork for various game pieces.
- FREELANCE
Artist 2015 – present
 - Created 2D artwork such as concept art and illustration for various clients, helped define art direction for projects.

Skills

• Project Management and Version Control

Perforce, Shotgun, Trello, Microsoft Office, Jira

• 2D software

Photoshop, Illustrator, T_EX, inDesign, Toon Boom

• Programming & Scripting

C#, Python, Lua, Unity Engine, Unreal Engine

• Art

Concept art, Illustration, 3D modelling and Sculpting

• 3D software

Maya, MODO, ZBrush, 3D coat, Substance Painter

• Languages

Russian, English, French