

# DIMA KULAKOV

3D ART • CHARACTER DESIGN • GAME ART

[WWW.DIMAKULAKOV.COM](http://WWW.DIMAKULAKOV.COM)

647 • 987 • 5331

[DIMAKULAKOV3@GMAIL.COM](mailto:DIMAKULAKOV3@GMAIL.COM)

VANCOUVER, BC

## WORK EXPERIENCE

### SENIOR 3D MODELER

Wildbrain [Unannounced Project]

May 2020 - Present

- Transfer and Set up of 3D assets within Unreal
- Creation of 3D Assets and Textures
- Shader set up

### 3D CHARACTER ARTIST

IGG Vancouver [CG Trailers, Games]

June 2019 - February 2020

- Creation of 3D Characters for CG Trailers and Mobile Games
- Creation and set up of skin shaders for Vray inside Maya
- Working directly with Riggers and Sim artists, providing team with clean topology and geo for cloth
- Quick iterations, open Sub-D workflow, baking HP to LP, Texturing in Substance Painter

### CHARACTER ARTIST

Electronic Arts Vancouver [Garden Warfare 3]

January 2019 - June 2019

- Created High Poly and Low Poly models following the technical topology requirements and tri-count budgets
- Collaborated with the rigging team, making sure the assets met animation requirements
- Baked maps, created UVs and Textures
- Set up shaders and imported the assets into the Frostbite engine

### CG MODELER

DHX Media [Ninjago]

June 2018 - January 2019

- Created geometry, UVs, Textures and Shaders for assets (characters, props, sets)
- Worked with the rigging team to ensure assets are built to achieve the intended animation performance requirements
- Ensured assets were delivered to the expected quality and technical requirements of the show

## PROFESSIONAL SKILLS

### PROGRAM KNOWLEDGE

- Autodesk Maya
- Autodesk 3DS Max
- ZBrush
- Substance Painter
- Adobe Photoshop
- Vray, Mental Ray
- Marmoset Toolbag 3
- Keyshot
- Unreal, Unity, Frostbite
- Xgen
- Marvelous Designer

### TECHNICAL SKILLSET

- Ability to create game ready organic/hard surface geometry using high/low poly modeling and PBR surfacing techniques
- Experience in small team supervision and mentorship
- Knowledge of tiling texture creation for PBR lighting rigs
- Experience with camera setup, movement and lighting set ups within Unreal and Unity game engines
- Knowledge of various renderers such as Vray, Mental Ray

## EDUCATION

### GAME ART AND ANIMATION

Seneca College [Toronto, ON]

2011 - 2014

- Ontario College Advanced Diploma

### BACHELOR OF BUSINESS MANAGEMENT

Institute of International Trade and Law [Moscow, RUS]

2011 - 2014

- Bachelor Of Business