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Current position: Sr. Technical Artist in Microsoft SOHO Production.

Skills: 12 professional art experience.
 Strong interest in games. Very good organizational and communication skills. Superior problem solver. Easy-to-use tools delivery for artists creativity and time saving.

Pipeline tools. Complex tools development for in-game content creation. Motion capture data handling. Procedural modeling, destruction and complex RBD simulation tools. Network based seamless dataflow between CG packages.

Visual effects. Improved visual effects development and realization in action game's engine. Realtime and Baked effects creation and new algorithms development. New gameplay elements development. Close cooperation with programmers and shader developers.

Modeling. Modeling of complex polygonal objects in an efficient way using various techniques. Knowledge and skill of creation high- and low-poly models for games, features and commercials.

Animation. Creation character (quadruped and biped) and semi-dynamic non-organic rigs (helicopters, cars etc). Massive animation data' pipelines, tools. API-based custom nodes/solvers integrated to rig.

Shading. Knowledge of Mental Ray, Mantra and Renderman custom shaders and their networks.

Scripting. Python and C++ based Maya API experience. Knowledge and using LUA, MEL and Python scripting for different kind of VFX.

Systems. Experienced with UNIX/Linux commands. Excellent troubleshooting skills and network/computer support.

Software experience:	<i>Application:</i>		<i>Level:</i>	
	Maya		XXXXXXXXXXXXXXXXXXXXX	
	MotionBuilder		XXXXXXXXXXXXXXXXXXXXX	
	Houdini		XXXXXXXXXXXXXXXXXXXXX	
	Max		XXXXXXXXXXXXXXXXXXXXX	
	XSI		XXXXXXXXXXXXXXXXXXXXX	
	Nuke		XXXXXXXXXXXXX	
	After Effect		XXXXXXX	
	Photoshop		XXXXXXXXXXXXXXXXXXXXX	
	Flash		XXXXXXXXXXXXXXXXXXXXX	

Scripting/ programming:	<i>Language:</i>		<i>Level:</i>	
	Python		XXXXXXXXXXXXXXXXXXXXX	
	C ++		XXXXXXXXXXXXX	
	Maya API		XXXXXXXXXXXXXXXXXXXXX	
	MEL		XXXXXXXXXXXXX	
	Nuke Python		XXXXXXXXXXXXXXXXXXXXX	
	Java/PHP/SQL		XXXXXXXXXXXXX	

Work experience: **December 2011 – present** Microsoft SOHO production.

Sr. Technical Artist – technical art/tools team providing support and strategies with tools, scripts, plugins, vfx. Help animators in solve the day to day problems that they face, collaborate cross discipline on solutions for the requirements of new tools and systems. Responsible for working order of 100+ character, props, VFX and environment rigs.

[Kinect Sesame Street TV Season 1 and 2.](#)

Robust working environment: environment variables setting, versions choose and Maya startup by simple C++ based launcher by procedural way.

Handling workflow: support, development and implemented pipeline written on C++, Python and PyQt with integrated Granny Maya plug-in.

Soho UI: tools set for rig hybrid control with Pose, Animation store/copy/paste between assets or maya sessions. Integrated dynamic parts (springs, pipes, resin puppets etc).

Source control: TFS based tool to handle complete data storage from Maya UI.

Animation: massive mocap data import, custom animation handling, checking, storing and transfer. Static/Animated/Dynamic attachments tool

Quality checker: xml-based tool for complex scene data checking. Pre- and Post- export checks.

User-friendly PyQt UI: advanced tech behind artist' creativity.

August 2011 – November 2012 [Criterion Games \(EA\).](#)

Technical Artist (Vehicle) – Design/maintain internal/external pipelines, writing & documenting tools to solve team needs. Use of C++/C#, HLSL; 3D (Maya/MEL/Python/SDK) & 2D packages (CS4/SDK, Illustrator) to act as a bridge between the artists and programmers working on a game. Remote setup of pipeline for outsource companies.

June 2010 – July 2011 [BlackRock studio of the Walt Disney Interactive](#)

Unannounced project in pre-production – involved in all aspects of the project from a technical art context, supporting artists by prototyping processes, creating scripts, tools and effects, generating levels procedurally from scene raw design to optimization.

RnD projects – photo real characters and vehicle rigging. Tools for real-time architect destruction, animation and lighting. Ideas and methods exchange with US Disney, Disney Zurich researching center.

[Split Second 2](#) (canned), - Technical Artist.

Creating in-game environment destruction for the first playable demo. My duties include also reacting to and solving problems artists encounter.

Dec 2006 – May 2010 [Sony Computer Entertainment Europe](#)

Unannounced projects – Research and Development, new tools ideas and prototyping for couple of studio projects and for upcoming PSP start title.

[Motorstorm Apocalypse](#), racing game, - Sr.Damage and Destruction Artist.

Prototype/pre-production work related to destruction and vehicle animation.

Creating in-game environment destruction, vehicle animation and maintaining related technical documents. My duties include reacting to and solving problems artists encounter. Creating tools and developing processes for art production, collaborating on destruction and animation R&D projects with a core technology group including writing and maintaining documentation.

[Eight Days](#) (canned), action game, - Sr.Damage and Destruction Artist.

Creating in-game environment destruction, vehicle animation. Collaborating on destruction RnD with Havok programmers.

June 2004 – Nov 2006 [Toolsmedia company](#)

[Exodus From the Earth](#), action-packed game – VFX Artist
My task was to model and texture interactive environment objects. I also did dynamic effects based on particles and shaders.

[Liquidator](#), first person action-packed game, - VFX Artist
I did dynamic effects based on particles.

April 2003 – June 2004 [Octavian Int. company](#)
I created graphics and UI for slot machines, animation for several advert videos and polygraphic content for magazines.

2001 – 2005 **Freelance.**
Many polygraphic works for magazines.
Simple objects creation, mainly in 3D Max.
Multimedia-presentation, interior and exterior environment creation for [UFI](#) (The Global Association of the Exhibition Industry).

1993 – 1998 Non-profit student work.
ZX Spectrum demos, games localization.

Membership: Professional member of the Association for Computing Machinery.
Houdini moderator of cgtalk.ru

Education: fxphd certificate 5UGLH26PFT6T526
2003. Certificate "MAYA Transition" of Alias.
2003. Engineer Diploma, [Saint-Petersburg State Polytechnical University.](#),
Course: "Information systems and technologies".

Personal interest: Animation/Computer graphics. movies, riding, fishing.