

ILDAR SITDYKOV

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EDUCATION **Novosibirsk State Academy of Architecture and Fine Arts** 2004 - 2010
Specialist of Architecture

CGTarian Animation and VFX Online School 2013
Studied character animation.

WORK EXPERIENCE

Game Insight, Novosibirsk, February 2015 - Present
3D Artist
Created 3D environment & character models with rigs and textures.

ItRuStore Games, Moscow, October 2014 - February 2015
Freelance 3D Artist
Created 3D clothing assets for realtime project on Unity.

MysteryTag, Novosibirsk, January 2014 - August 2014
3D Artist, Animator, Motion Designer
Created 3D environments for hidden object mystery game, sprite animation of character and props.
Created motion graphics to promote game.

Tabagames, Novosibirsk, May 2011 - August 2013
3D Artist, Animator.
Created 3D environments and animation for cutscenes for hidden object games

Arhitecton, Novosibirsk, June 2009 - May 2011
Assistant Architect, 3d visualization artist
Assistance with working drawings and responsible for the interior vizualizations

SOFTWARE

Autodesk Maya, 3ds Max
Pixologic ZBrush
Chaosgroup V-Ray
Adobe Photoshop, After Effects.
xNormal
Allegorithmic Substance Painter, Substance Designer
Corel Designer, Draw
Epic UNREAL ENGINE 4

SKILLS

High and Low Poly Modeling
Digital Sculpting
Hard Surface and Organic
Retopology
UV Layout
Texturing
Animation