

John Olofinskiy

Jr. Asset/Hard-Surface/Environment Modeler, Texture Painter

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Profile

A talented, passionate, and innovative 3D Artist with an engineering background and project management experience. Adept at working independently or as a part of a team. Able to address multiple tasks with full attention to detail and quality. Currently looking to utilise and strengthen skills and knowledge as a 3D Artist with an organisation that advocates employee progressive development.

Key Skills and Assets

- Team Player
- Adaptability
- Attention-to-Detail
- Data processing
- Hard Surface Modeling
- Digital Sculpting
- Texturing
- Cloth Simulation
- UV Mapping
- Sub-division Modeling
- Retopology
- Lighting & Rendering

Personal Attributes

- Possesses excellent communication and interpersonal skills. Works well collaboratively within a team environment, and cultivates strong working relationships with colleagues
- Maintains a calm, patient demeanour while creating positive, and productive working environments
- Demonstrates ability to multi-task, problem solve and work to deadlines
- Leverages an empathetic approach coupled with the flexibility in dealing with the unpredictability of any unforeseen issues and always completes given tasks
- Exhibits composure, logical thinking, and own initiative, and excels when working in challenging environments

Technical Skills

Highly-adept using multiple software programs and platforms—these include:

- Maya
- ZBrush
- Houdini (Height Map)
- Marvelous Designer
- SpeedTree Cinema
- Substance Painter
- Substance Designer
- Mari
- Photoshop
- Katana
- Redshift
- Arnold
- V-Ray
- UE4
- Deadline Monitor
- Shotgun
- Marmoset Toolbag
- Premier Pro
- Davinci Resolve
- After Effects

Career History

3D Generalist

Oct 2018 – Current

Flying Bark Production, Sydney, NSW – Short Contract

KEY RESPONSIBILITIES:

- Contribute as a 3D Generalist in areas including Modeling, Rigging, Texturing, Surfacing, Lighting & Compositing.
- Develop shaders, textures and UVs for characters and environments
- Work in close partnership with the lighting team and pipeline team
- Help support the lighting lead with TD task, render wrangling and Katana lighting

Asset Artist / Texture Painter

Jul 2018 – Oct 2018

Creative Engine J.O.E., Sydney, NSW – Short Contract

KEY RESPONSIBILITIES:

- Modeling high poly assets for video production
- Texturing
- UV Mapping

Render Wrangler

Aug 2018 – Sep 2018

Plastic Wax, Sydney, NSW – Short Contract

KEY RESPONSIBILITIES:

- Ensure the render jobs are properly prioritized in the queue while monitoring the render farm health and status
- Monitor render quality and quantity, communicate any issues, and report on the farm's performance and efficiency to production
- Work closely with the lighting and compositing artists ensuring the renders are consistent
- Engage with the production team, lighting lead & compositing supervisor and IT

Hard-Surface Modeler

May 2018 – Aug 2018

Forgotten Pictures LLC, Atlanta, GA – Short Contract

KEY RESPONSIBILITIES:

- Modeling sub-division friendly hero asset for video production
- UDIM Organization
- UV Mapping
- Troubleshooting

3D Artist

Apr 2017 – Apr 2018

Brisbane Unreal Engine, Brisbane, QLD – Volunteer Experience, Casual Contract

KEY RESPONSIBILITIES:

- Modeling & texturing low poly assets for mobile games
- Create modular environment for level design

Camera Operator / Video Editor

Aug 2015 – Mar 2018

Recbox Video Production, Brisbane, QLD – Full Time

KEY RESPONSIBILITIES:

- Video production for Real Estate Commercials.
- Camera setup and operating
- Video Editing
- Colour Grading
- Drone and Gimbal operating
- Sound mixing

Project Manager*SKB, Russia – Full Time***Jun 2008 – Sep 2013****KEY RESPONSIBILITIES:**

- Conducted tenders for design, construction and installation works
- Planning budgets and construction schedules for sites
- Coordination of the entire construction process from the conceptual phase through to the development of the project, and to completion of the construction phase

Education

Industry Diploma of Advanced 3D Modeling**2017 – 2018***CG Spectrum College of Art & Animation, Sydney, NSW***Master of Engineering Management****2013 – 2015***Griffith University, Brisbane, QLD***Bachelor of Civil and Industrial Engineering****2003 – 2008****Computer Aided Design Systems in Construction***Siberian Federal University, Russia*

References

References available upon request