

John Olofinskiy - 3D Generalist

Hard-Surface Modeling / Texturing / Look development / Lighting

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Objectives

I am a Sydney based 3D Generalist mainly focusing on Hard-Surface Modeling and Texturing. Continually mastering my craft, my main objective is to grow as an artist, as a person and one day take a lead role within the industry I am so passionate about. Currently looking for my next gig where I can utilise and strengthen skills and knowledge as a hard-surface modeler with an organisation that advocates employee progressive development.

Career History

3D Generalist

Oct 2018 – Current

Flying Bark Production, Sydney, NSW - 100% Wolf Movie - Contract

Key Responsibilities:

- Contribute as a 3D Generalist in areas including Modeling, 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

Software: Katana, Redshift, Maya, Shotgun

Asset Artist / Texture Painter

Sep 2018 – Oct 2018

Creative Engine J.O.E., Sydney, NSW - AR Voice Battle - Short Contract

Key Responsibilities:

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

Software: Maya, ZBrush, Substance Painter

Render Wrangler

Aug 2018 – Sep 2018

Plastic Wax, Sydney, NSW - Call Of Duty: Black Ops 4 - 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' 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

Software: Redshift, Deadline Monitor, Shotgun

Hard-Surface Modeler

May 2018 – Aug 2018

Forgotten Pictures LLC, Atlanta, GA - Top Gun: Maverick - Contract

Key Responsibilities:

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

Software: Maya, ZBrush, Shotgun

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

Software: Photoshop, Premiere Pro, After Effects, Resolve

Project Manager**Jun 2008 – Sep 2013***SKB, Russia - Full Time***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

Software Knowledge

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

Maya, ZBrush, Substance Painter, Mari, Quixel Megascans Studio, Katana, Redshift, Arnold, Shotgun, Deadline Monitor

Qualifications**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****Computer Aided Design Systems in Construction****2003 – 2008***Siberian Federal University, Russia***Memberships**

Association of Computing Machinery's Special Interest Group on Computer Graphics and Interactive Techniques (ACM SIGGRAPH)

Key Skills

- Hard-Surface Modeling
- Sub-Division Modeling
- Digital Sculpting
- Retopology
- UV Mapping
- Surfacing
- Look Development
- Lighting & Rendering
- Data Wrangling
- Troubleshooting

Personal attributes

- Attention to detail
- Team player
- Excellent communication skills
- Motivated
- Respectful
- Ability to follow instructions
- Can do attitude
- Fast learner

Referees

Available upon request