

# Aleksandr Lukianov

Digital matte painter & Environment Artist

Portfolio: [www.alexlukianov.art](http://www.alexlukianov.art) Email: [neveragen@gmail.com](mailto:neveragen@gmail.com)

I'm a Digital Matte Painter and Environment Artist working in entertainment industry since 2016. I'm specialised in the creation of digital environments using CGI and digital painting, constantly improving my skills and techniques.

## Skills

Matte Painting	Texturing
2.5D Proections	3d Visualization
Environment Design	Concept art
3d Modeling	Creative problem solving skills
Digital Sculpting	

## Software proficiency

Proficient		Basic
Adobe Photoshop	Fusion 360	Clarisse iFX
Houdini	3dCoat	ZBrush
Maya	SpeedTree	
Cinema 4d	Arnold renderer	
Nuke	Redshift	
Substance Painter	Octane	
Terragen	Vray	
World Machine	After Effects	

## Experience

### Freelance Matte Painter at Fun Square VFX Productions

December 2019 - January 2020 | Vancouver, British Columbia

### Freelance Environment Artist, Illustrator at Nuare Studio

April 2019 - Present | Windsor, Canada

### **Freelance Matte Painter, Concept Artist at Main Road Post**

October 2016 - April 2019 | Moscow, Russia

### **Freelance Matte Painter at Sophoria**

January 2019 - February 2019 | London, United Kingdom

### **Freelance Matte Painter, Concept Artist at at AMG VFX**

March 2017 - January 2018 | Moscow, Russia

### **Freelance CG artist**

August 2015 - October 2016 | Moscow, Russia

### **Graphic designer, Illustrator at Alto Vision**

May 2012 - August 2015 | Kazan, Russia

### **Graphic designer, Illustrator at Knock Knock**

October 2011 - May 2012 | Kazan, Russia

### **Graphic designer at Itech.group**

October 2010 - September 2011 | Ulyanovsk, Russia

## **Productions**

### **Warriors of Future - 2019 (in production)**

Concept art and Digital Matte Painting for Main Road Post

### **Devyataya - 2019 (in production)**

Concept art and Digital Matte Painting for Main Road Post

### **Avanpost - 2019 (in production)**

Concept art for AMG VFX

### **Gogol. Terrible Revenge - 2018**

Digital Matte Painting for AMG VFX

### **Gogol. Viy - 2018**

Digital Matte Painting for AMG VFX

### **Rubezh (Frontier) - 2018**

Concept art and Digital Matte Painting for Main Road Post

### **Furious - The Legend Of Kolovrat - 2017**

Digital Matte Painting for Main Road Post

### **Gogol. The Beginning - 2017**

Digital Matte Painting for AMG VFX

### **Salyut-7 - 2017**

Digital Matte Painting for AMG VFX

## Education

### Industry Workshops - 2019

Levi Peterffy - Matte Painting Landscape from start to finish

### Masters of Digital Painting - 2018

Jama Jurabaev's course Concept Art for Films

### School of VFX CGF Camp - 2017

Nuke Artist // Rotoscope & Cleanup

### Learn Squared - 2017

Intro to Matte Painting

### Learn Squared - 2017

Hard Surface Modeling

### Strelka Institute - 2015

Jama Jurabaev's workshop How to create a concept art for movies, video games and TV

### Ulyanovsk State Technical University - 2005 - 2010

Engineer's degree, Engineer-programmer "Computers, complexes, systems and networks"

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