

Mikhail Gladtchenko

San Ramon • California

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Portfolio: www.novasynthesis.com/mg/

OBJECTIVE	CG Artist and BS Architecture graduate with extensive experience in 3D seeks an opportunity to join a team, whose projects would not only challenge my abilities and my knowledge, but would compel them to grow.
SKILLS	<ul style="list-style-type: none">• Modeling of simple objects to highly detailed scenes• Creating custom textures to achieve more realistic effects• Use of Particle Flow in production to create desired visual effects and flexibility in the scene• Use of advanced lighting techniques (Global Illumination, fake GI, HDRI, Final Gathering) to increase the work's quality and decrease rendering time• Full knowledge and understanding of max rendering engine, render farm and post production• Efficient at working under pressure, meeting deadlines,• Able to work in a team environment and independently complete projects from start to finish• In total of 5 years of experience in computer graphics
SOFTWARE & TOOLS	3Ds Max AutoCAD SketchUP Strata 3D Adobe Photoshop Adobe Illustrator Adobe Premiere
PORTFOLIO	Online portfolio is available at www.novasynthesis.com/mg/ Some animations are not available for streaming and downloading from website due to large file sizes, but maybe delivered on media upon request. Some animated work is protected by copyright laws and/or clients requests of nondisclosure and can not be delivered without owner's permission.
EXPERIENCE	<p>2007/2008 – SUNY UB CENTER FOR VISUAL ARCHITECTURE, Buffalo, New York Intern/3D artist</p> <ul style="list-style-type: none">- Participated in the development of architectural game under the direction of the department of architecture with FIPSE grant- Worked in a team and provided it with the necessary models for analytical research and development- Independently created the introduction cinematic for the 1st level of the game- Job required ability to meet the deadlines at all cost <p>2006/2007 – FRIZLEN GROUP ARCHITECTS, Buffalo, New York Intern/Associate architect</p> <ul style="list-style-type: none">- Worked independently on visualizations from start to finish, satisfying the client's needs with the highest possible quality of renderings and walkthroughs- Employed my complete knowledge of 3D Studio Max, AutoCAD, PhotoShop, and other aspects of production process to deliver the best possible product under strict deadlines

2004/2005 – RENDERNODE online magazine

Editor and writer

- Reviewed 3D literature and latest software
- Provided educational content for the magazine issues and answered readers' questions in educating matter

2003/2004 – "THE NINE BILLION NAMES OF GOD" short animated film

Co-director and 3D artist

- Co-directed a personal short animated film based on a Sir Arthur C. Clark's story in collaboration with Joshua McKindle
- Implemented my understanding of 2D and 3D into production of the conceptual stage, storyboarding, character development, and set designs, and 3d modeling.

PUBLICATIONS

INTERSIGHT VERSION 9 - 2006

- Journal of the school of Architecture and Planning at University at Buffalo featured an architecture studio project.

THE RENDERNODE MAGAZINE

- Issue 4 – Creating Fire Effects with Particle Flow part 1
- Issue 3 – Creating Fire Effects with Particle Flow part 2

WWW.3DTOTAL.COM | WWW.3DBUZZ.COM

- Featured personal tutorials and educational articles

EXHIBITIONS/ INSTALLATIONS

- 2008 – Installation in the Center of the Arts Gallery at University at Buffalo.
- 2008 – Installation on South Campus at University at Buffalo.
- 2004 – Exhibition in the Diett Gallery at University at Buffalo.

EDUCATION

UNIVERSITY AT BUFFALO, THE STATE UNIVERSITY OF NEW YORK
Bachelor of Science in Architecture, May 2008

REFERENCES

Available upon request.