



OLEG GAMOV
ENVIRONMENT ARTIST

Personal data and contact information:

Age: 29

Citizenship: Ukrainian

Spoken languages: English, Russian, Ukrainian

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Location: Montreal , QC

Work permit Canada: Any employer. Expire date July 2014

ONLINE PORTFOLIO:

www.gamoff.info

www.kvakin.cgsociety.org

Education:

- National Aerospace University/ Ukraine - Bachelor degree in computer science.

Activities and Societies: Computer Aided Design (CAD), Software engineering, WEB technologies

- AUTODESK diploma "Environment modeling for Next Gen". (3DSMax)

Skills and qualifications:

- 6 years of experience in game development industry
- Excellent modeling skills, including a strong understanding of efficient techniques for game production
- Experienced in modeling objects, environment, vehicles and props using 3DSmax and Maya
- Capable to create 3D models from concept art
- Strong understanding of UV unwrapping theory. Capable to create accurate and space efficient UV's layouts
- Experienced creating high quality photo-realistic textures using Photoshop
- Good knowledge of Normal map technology
- Experienced in lightning 3d environments
- Clear understanding and appreciation of schedules and milestones, capable to work in short timelines
- Experienced in developing games for next-generation consoles
- Good communication skills and ability to work well within a team environment
- Burning desire to work as a part of a hardworking game development team
- Passionate to learn new software and technologies
- Experienced gamer (about 15 years)

Career experience:

May 2005 - July 2007 - "Nikitova Games" (Kiev, Ukraine)

www.nikitova.com

Position: 3D artist

- Developing low poly models, UV unwrapping, creating hi-quality hi-poly meshes for normal maps baking, demonstrate the work to senior artist and deliver 3d assets on time within a short deadlines. Trainings and assistance of junior artists, checking quality and giving feedbacks.

August 2007 – June 2009 - "4A-Games" (Kiev, Ukraine)

www.4a-games.com www.metro2033game.com

Position: Environment artist

- Worked full time on a World famous AAA next gen title (FPS) "Metro 2033" which has been published by "THQ".

Full range level game environment creation, including level design. Creating world objects and props high quality low and hi-poly modeling. Creating textures. Lighting 3d scene using game engine.

March 2010 – present - "Gameloft" (Montreal, Canada)

www.gameloft.com

Position: Environment artist

- Having work on World famous titles such Asphalt-6:adrenaline, Modern Combat 2 Black Pegasus, [Modern Combat 3: Fallen Nation](#)

Producing full range of 3d game environment production such a low and hi poly modeling, texturing, lightning setups and creation light maps, rendering.

Finished titles:

- **Modern Combat 3: Fallen Nation**
- **Modern Combat 2: Black Pegasus**
- **Asphalt-6: Adrenaline**
- **Metro 2033: The Last Refuge**
- **Barrier of the Worlds**
- **X3: Reunion**

___ outsourcing projects I worked at _____

- **Pirates of the Caribbean: The Legend of Jack Sparrow**
- **Hydrophobia**
- **Need for Speed: Most wanted**
- **The Settlers: Rise of an Empire**
- **Heatseeker**
- **Ford Street Racing**
- **European Street Racing**

Hobbies:

- **Digital matte-painting**
- **DJ'ing and electronic music production**
- **Video games**

Additional information :

Please visit my LinkedIn profile to see more information and co-workers recommendations:

<http://www.linkedin.com/in/gamovoleg>

Mobygames:

<http://www.mobygames.com/developer/sheet/view/developerId=197871>