Victor Ivanov
Technical Artist & Creative Developer

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Summary

Technical artist with 6 years of experience over a wide breadth of digital media including video games, interactive installations, AR and VR experiences, realtime 3D web applications, and short 3D films. Skilled in 3D art (from modeling to procedural generation to texturing to rigging), offline and realtime rendering pipeline development, materials and shaders, graphics performance optimization, and web, tools, and games development. Proficient at balancing artistic intent and technical implementation across extremely varied and fast-paced projects while filling gaps in a studio's technical or artistic pipeline and maintaining clear cross-discipline communication between teams.

Experience

Sabbatical Year, Traveling   2024 - 2025

Technical Artist at Dpt.   Permanent Full-Time, 2023 - 2024

- Shipped a web-based AR application, an interactive installation, and a major VR application for Felix & Paul and Meta.
- Produced VFX assets and particle systems in Unity and Unreal for an ongoing large-scale multi-installation project.
- Rigged and produced blendshapes for half a dozen models while actively working with our in-house animator.
- Wrote countless shaders, managed the rendering pipeline, and created and managed master shaders for an Unreal production.
- Optimized 3D assets (mesh density, UVs), addressed rendering performance, and guided artists in following proper technical practices.
- Managed a junior tech artist and a VFX artist over the course of a project and spoke directly with clients to define requirements.

Technical Artist at Kabam   Permanent Full-Time, 2022 - 2023

- Authored adjustable clothing system for varied character proportions, automating a huge pain-point for artists.
- Wrote surface, VFX, and screenspace shaders for performance, special effects, and lookdev exploration on 2 different Unity games.
- Overhauled lighting throughout an entire game, optimizing realtime lighting through custom shaders and improving visual fidelity of baked lighting through strategic use of reflection probes and light probes.
- Developed various pipeline tools, including automated gyms in Unity, custom shaders in Substance Painter, filesystem automation tools, project cleanup and asset pre-processing scripts, and automated mesh material ID management for a custom solution.
- Took over the management of technical documentation, organizing and formatting hundreds of docs and enforcing best practices.

Freelance   Contract, 2020 - Present

- Developed 3 interactive installation art pieces for Iregular which have toured in Montreal's Places des Arts, Chicago, Dubai, and LA.
- Developed performant procedural 3D terrain and 2D content generation systems for a Unity game at LabLabLab.
- Modeled, textured, animated, and rendered over a dozen 3D assets for Invictus Gloves' e-commerce.
- Developed realtime 3D web application for Invictus Gloves using ThreeJS, allowing users to create ready-for-manufacturing custom shopping item variants, and integrated the app into their wordpress site.
- Worked with audiovisual artist Lucas Paris to create a realtime VR modeling system with audio-reactivity for live performances.
- Solo produced nearly 10 different music videos using techniques like photogrammetry (both realtime and offline), traditional 3D pipelines, point clouds, and custom shader-based stylization for various clients.

Education

Computation Arts - Bachelor of Fine Arts with Distinction   Concordia University, Montreal, 2016 - 2020

SILS (School of International Liberal Studies)   Waseda University, Tokyo, 2018 - 2019

Interactive Media Arts - Diplôme d'Etudes Collégiales, First Class Honors   Dawson College, Montreal, 2014 - 2016

Skills

3D and Video for Games and Film

Modeling, retopology, rigging, procedural generation, procedural modeling and animation, keyframe animation, texturing, materials, rendering, optimization, scene management, post-processing, color correction, VR, AR. Blender, Maya, Substance Painter, Substance Designer, Houdini, Marvelous Designer, Fusion 360, Adobe Suite (Photoshop, Illustrator, Premiere), DaVinci Resolve.

Programming for Games, Tools, and Web

Game scripting (C#, blueprints, C++), Python, shader programming (HLSL/GLSL, node-based shading). NodeJS, Javascript, ThreeJS, PHP, CSS, HTML. Unity, Unreal Engine, Figma. Windows, Mac, Linux. Hosting and web server managment.

Languages & Interests

English, Français, Български, 日本語 (少しだけ), Español (sólo un poquito), science fiction, cyberpunk, open-source, architecture, minimalism, anime, video games, music production, biking, roller skating.