Ivan Bouinatchov

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Objective: Continuing professional and artistic growth through application of past experiences and challenging new tasks. To always take ownership in the ever changing landscape of game production - applying strengths equally as a player on a large team of developers or as a multitasking core of like minded developers whom believe in wearing many hats. Finally, to see any vision through to becoming a reality.

Work Experience:

04/2011-Present   Reverge Labs Marina Del Rey, CA
Art Director - *new projects and visualization*
▪ Creation of unique and appealing art styles and settings for new game proofs of concept; demonstration of such concepts in visualization methods - from rendered stills to real-time demos.
▪ Working directly with engineers to create new graphics engines to best suit the set art styles.
Environment Artist - *Skullgirls*
▪ Implementation of painted backgrounds as 3D sets, environment animations and NPC set up. Handling of all technical aspects that affected environments - optimal memory use, correct sorting, visual fidelity and addressing all of the reported bugs.

02/2009 - 03/2011   Cryptic Studios Los Gatos, CA
Staff Environment Artist - *Star Trek On-Line, Neverwinter Online*
▪ All aspects of environment work ranging from prop creation to making entire playable levels to designer specification in the proprietary editor tool.
▪ Model and texture creation, shader and LOD set up, attributes for procedural placement etc.
▪ Documenting issues, recurring problems and coming up with proactive solutions.
▪ Mentoring junior artists in use of tools and IP required quality guidelines.

07/2003 -11/2008   Pandemic Studios Los Angeles, CA
Environment Artists - *Full Spectrum Warrior 1 and 2, Mercenaries 2, unannounced project*
▪ Well rounded environment artist, with noted strengths in mechanical | hard surface subjects.
▪ Completed full production on 3 shipped projects and as a member of original IP core team.
▪ Quickly and efficiently adapted to inner workings and requirements of new teams and projects - short timeframe in adaptation to new art styles, new software and production pipeline.

05/2002 - 07/2003   BlackOps Entertainment Santa Monica, CA
3D Artist - *Fugitive Hunter, Terminator 3, The X Files: Resist or Serve*
▪ Responsibility for multiple game levels - all inclusive work, from prop creation to playable map
▪ Quickly adapted to the project and performed in a senior role
▪ Have worked on 3 shipped projects and developed close working relationship with the team and supervisors.

03/2002 - 05/2002   7 Studios Santa Monica, CA
3D Artist - *Defender*
▪ Project hire to aid in creation of terrain and other assets for the game environment
▪ Performed my tasks in timely manner and meeting the requirements
▪ Learn proprietary and PS2 tools on the project

02/2000 - 01/2002 **Viewpoint Corporation** New York, NY
Technical Producer
- Train new hires in use of 3D capture systems and software
- Train new hires to generate proper content for the proprietary plugin
- Lead the most challenging projects, often without proper R & D time
- Document and distribute results of research

1999 - 2000 **Metastream**, division of **Metacreations** Princeton, NJ
Senior Lead Artist
- Producing photo realistic content for proprietary 3D Web plugin
- Discover and research proper modeling techniques for proprietary technology - distribute the knowledge acquired
- Test and utilize 3D proprietary scanning technology (laser and structured light)

1997 - 1999 **Viewpoint Digital** Los Angeles, CA
3D Modeler
- 3D modeler, texture creator and mapper
- Proficient in digitizing and CAD modeling from plans and blueprints
- Beta testing 3D laser scanning hardware and software

Education1996 -1997 **CraneRoyer Studios** Los Angeles, CA Graduating from one year program designed to provide individuals with necessary skills to succeed in traditional animation or computer arts industries. Hours taken in the program are equivalent to that of Bachelor Degree.

Applicable Software knowledge and production skills:

Proficient and experienced use in production:
3D Studio Max, Maya, Softimage XSI and *Photoshop*
High resolution mesh method of obtaining Ambient Occlusion and Normal Map data
Developed production pipeline for modeling from photographs, blueprints and concept art
CrazyBump and *nDo* for Normal Map generation
Variety of styles, ability to generate both handpainted or photosourced textures.
Understanding and good knowledge of:
Z-Brush, MudBox - sufficient for detailing previously created surfaces
Havok setup and work with other proprietary physics simulators
Project experience in rigging and personal interest in animation / character set up
Classical animation knowledge and understanding of timing and motion

Shipped titles:
Skullgirls (Reverge Labs / Autumn) - full production, PS3/Xbox360
Neverwinter Online (Cryptic / Atari) - production
Star Trek Online (Cryptic / Atari) - production, launch and live team.
Undisclosed Project (Pandemic / EA) - core team and proof of concept
Lord of the Rings: Conquest (Pandemic / EA) - additional art, PS3/Xbox360
Mercenaries 2: World in Flames (Pandemic / EA) - full production, PS3/360
Full Spectrum Warrior 2: Ten Hammers (Pandemic / THQ) – full production
Full Spectrum Warrior (Pandemic / THQ) – full production
Destroy All Humans (Pandemic / THQ) – additional art
Fugitive Hunter (Black Ops / Atari) - full production
T3: Rise of the machines (Black Ops / Atari) - full production
The X Files: Resist or Serve (Black Ops / Vivendi Universal) - additional art
Deffender (7 Studios / Midway) - contract work, credits FMV
Ultima On-Line:Blackthorn's Revenge (Origin) - freelance work, no credit
Microsoft Baseball '99 (Microsoft) - as part of outsourced work