

BORIS FOMIN

3 D G E N E R A L I S T

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SUMMARY

- Over 6 years experience in the industry
- High skill level in diverse areas of cg and software
- Proactive team player
- Ability to work under pressure and meet deadlines
- Strong artistic skills including photography, sculpture, music

JOBS

-Heckler (2018-2019)

3D Generalist (lighting, shading, rendering, modeling, rigging, texturing, character animation)

-New Holland Creative (2018)

3D Generalist (modeling, lighting, texturing, camera animation)

-Zspace (2017-2018)

3D Generalist (modeling, lighting, texturing, camera animation, comp)

-Pic4 (2017)

3D Generalist (modeling, animation, rigging)

-RedBoat (2016-2017)

3D Generalist (modeling, shading, concept)

-Brio (2013-2019)

Arch Viz

- The Pulse (2016)

3D Generalist (modeling, animation, shading, texturing, comp)

-Mighty Nice (2015-2016)

3D Generalist/Lighter (modeling, lighting, texturing)

SOFTWARE

- Maya
- Redshift
- Vray
- Syntheyes
- Photoshop
- Zbrush
- After Effects
- headus UV layout
- Marvelous Designer

EDUCATION

Bachelor of Creative Technology (Digital Animation), 2012

INTERESTS

Cinematography, Film, Cycling, Travel, Hiking, Range Shooting, Video Games, VR