Denis Pahunov

Technical Artist, Tools Developer

Personal Information:

Born: 1983, Moscow, Russia
Nationality: Russian
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Marital status: married

Skill Set:

- Knowledge of modern video game 3D graphics technology creation (the nuances of modeling, texturing, lighting).
- Comprehensive and deep knowledge of Unity Game Engine. Experience of making own game projects and tools.
- 3D Artist skills: Creation of 3D models of architecture, props, and characters. Strong knowledge of Autodesk 3DS Max. Creation of high poly models, digital sculpting skills. Knowledge of Pixologic ZBrush. Texture creation skills with Adobe Photoshop.
- Software engineer skills: Creation of Unity editor extensions with C# and JavaScript (UnityScript). Creation of 3DS Max scripts with MaxScript.
- Extensive experience of writing technical documentation in Russian. Some experience in writing technical documentation in English
- Experience in creating technical tasks, training employees, and quality control of graphical content.
- Basic animation experience in 3DS Max with Biped and CAT
- Basic drawing skills
- Self-motivated, able to work independently

Work experience:

Independent developer, 2015-present time
Unity editor extensions developer

- Design editor extensions, devise their features and functioning;
- Implement editor extensions in code;
- Create art assets for demo;
- Provide documentation for editor extension users;
- Making of video tutorials and promo videos.

Light Vision Interactive, 2012-2015, Moscow, Russia
Art Director + Technical Artist

- Manage a team of 10 artists of multiple disciplines;
- The choice and definition of technical solutions and approaches in the field of the art;
- Ensure quality, consistency and compliance of the graphic production;
- Provide art and technical documentation;
- Direct and provide feedback to Artists on the team. Staff training;
- Creation of internal tools (such as level-design tool and Import Manager extension). Prototyping new technologies (such as sky shader).

Digital Worlds LLC, 2008-2012, Moscow, Russia
Head of the Art Department (Art Director)
- Manage a team of 5-7 artists of multiple disciplines;
- Provide art and technical documentation;
- Direct and provide feedback to Artists on the team.
- Creation of internal tools (such as 3DS Max script for creating unique houses, decals script).

Digital Worlds LLC, 2006-2008, Moscow, Russia.
3D artist
- low poly and high poly modelling of characters, architecture, nature
- texture painting
- level design

Education: higher legal (VGNA of the Ministry of Finance '06)

Special skills:
- Native Russian
- Fluent English
- Driving License (Category B)