

Andrew Maximov

Art Director

<http://www.artisaverb.info/>

1-415-933-3041. Santa Monica, CA.

andrew@artisaverb.info

Skills

- Setting up some of the most advanced and efficient art production pipelines in the industry
- Look Development/ Concept Art/ Art Direction
- Full cycle advanced tool development (Python, Qt, Procedural Content Generation, MySQL content management)
- Cutting edge Shader Technology Development (HLSL, GLSL, PSSL)
- Expert Unreal Engine 4 and Next Gen PBR knowledge
- Team Management, Mentoring, Writing Papers, Lecturing, Motivational and Public Speaking
- Full Environment production (ideation, conception, blockout, modeling, texturing, shaders, set dressing, lighting & atmospherics)
- Hands on 3d Modeling, Texturing, High-poly and Sculpting work
- Bringing donuts to meetings

Expert Software Proficiency in 3ds Max, Photoshop, Maya, ZBrush, Mudbox, Unreal Engine, Substance Designer, After Effects, Premiere.

Programming Languages: Python, Java, C/C++

Work Experience

July 2014 to Present – Naughty Dog – Technical Art Director

<http://www.naughtydog.com/>

Working with all departments to give an edge to our art technology as well as effectively identify and resolve production bottlenecks and fulfill team needs. Developing novel features, supporting all art teams and helping raise the quality of our games and production across the board.

June 2013 to July 2014 – Kixeye – Senior Artist

<http://www.kixeye.com/>

Full technical Art Direction of AAA Unreal Engine 4 project's art production ensuring quality, efficiency, scalability and fast speed of production while pushing Beauty to new heights. Producing benchmark assets, tutoring, contributing vision and concept art, creating spec sheets and helping manage in-house team and outsourcing.

Apr 2013 to June 2013 – Gameloft Montreal – Assistant Technical Art Director

<http://en.gameloft.ca>

Concept art, look development, full environment production, pipeline establishment, team communication, script and shader creation (introducing never-before-used shader technology to handheld in the most cost-efficient way), workflow and tool documentation, team education.

Aug 2012 to Apr 2013 – Environment Artist

Announced Projects worked on:

- Modern Combat 4 <http://www.modern-combat.net/>

Nov 2009 to Aug 2012 –Freelance Artist

Projects worked on:

- Royal Quest - modeling, UVs, hand painted texturing. Environment art (locations, bridges, props). <http://www.royalquest.com/>
- Unannounced next gen FPS - highpoly, lowpoly, UVs, bakes, photorealistic texturing. (vehicles)

Nov 2009 to Aug 2012 – Fox 3d Studios - Freelance

During my time with Fox3d I actively participated in production of an unannounced handheld title, heavily contributing art and original gameplay ideas. I also wrote the narrative for it. But mostly I've been involved in outsourcing gigs for other companies. I've worked on a variety of projects ranging from photorealistic character texturing to hand painted handheld assets.

Projects worked on:

- Natural Selection II - lowpoly, UVs, bakes, photorealistic texturing. (aliens) <http://www.unknownworlds.com/ns2/>

- 3 unannounced games

<http://fox3d.com/>

Sept 2008 to Nov 2009 – Wargaming.net(Game Stream) – Artist

I've spent the year working on MMO "World of Tanks" and Square Enix published RTS "Order of War", quickly making my way from just doing great art to writing docs, feedback(outsourced and in-house), tutorials and inventing how certain things should work. All the things I strived to introduce dramatically affected content production speed, as well as visual quality and engine wise efficiency.

Projects worked on:

- World of Tanks - highpoly, lowpoly, UVs, bakes, photorealistic texturing, Technical Research, QA. <http://www.worldoftanks.com/>
- Order of War - modeling, UVs, photorealistic texturing. <http://na.orderofwar.com/> <http://wargaming.net/>

Honors and Auxiliary Experience

- **Recognized by United States** Citizenship and Immigration as a person with **Extraordinary Ability in Arts**

- **Montreal International Game Summit Art Gallery** Winner: Best Animated Artwork

- **Unearthly Challenge 2013, Kanobu Games Jam 2014** and **USC Hackathon 2014** Judge

- Led one of the winning teams of the biggest game art contest in years: **Polycount Escape**

- **Game-Artist.Net** 4 times Hall of Fame, 4 times Front page spotlight and CGSociety newsletter

- **Polycount.Com** 3 times front page spotlight and 9 times weekly recap

- **Eat3D** 4 times front page spotlight

- 3 Articles featured on front page of **GameDev.Net**

- Artwork Featured by **Vertex #2, ArtStation, DigitalArtServed, Arquite, CGSociety** and **2dGeek**

- Featured in articles by **GamesIndustry.biz** and **Gamasutra**

- **Gnomon Headspace** Panel Speaker

- Interviews for **80Level, 3dTotal, DualShockers, Render Magazine**

- Next Gen Texturing Workshop for **3dArtist Magazine** issue **#71**

- **Speaker** at Game Developers Conference, San Francisco 2017

<https://www.youtube.com/watch?v=7Rt0wOyCCAI>

"Future of Art Production"

- **Speaker** at Game Developers Conference, San Francisco 2017

"Vertex Shader Techniques of Uncharted 4"

- **Organizer** at **Art Direction Bootcamp** at **Game Developers Conference**, San Francisco 2017

http://www.qdconf.com/news/art_direction_bootcamp_an_expe.html

- **Speaker** at Siggraph, Anaheim 2016

<http://s2016.siggraph.org/>

"General-purpose Vertex Processing in Uncharted 4"

- **Organizer** at **Art Direction Bootcamp** at **Game Developers Conference**, San Francisco 2016

http://www.qdconf.com/news/art_direction_bootcamp_an_expe.html

- **Speaker** at Game Developers Conference, San Francisco 2016

<https://www.youtube.com/watch?v=aZJQuHZQakQ>

"Technical Art Culture"

- **Organizer** at **Art Direction Bootcamp** at **Game Developers Conference**, San Francisco 2015

http://www.qdconf.com/news/art_direction_bootcamp_an_expe.html

- **Guest Lecturer** at The Art Institute of California, Santa Monica 2014

<http://new.artinstitutes.edu/losangeles>

I had the pleasure of doing 2 talks for the students of the Art Institute of Santa Monica and IGDA Los Angeles member covering such topics as career advice and developing a productive attitude to your work as well as analyzing beauty and always keeping the bigger picture in mind.

- **Guest Speaker** at The Academy of Art University San Francisco, California 2014

<http://www.academyart.edu/>

2day 6hour a day workshop for the faculty of the Academy of Art University on the latest currentgen art production techniques, physically based shading theory and general art theory.

- **Guest Speaker** at The Academy of Art University San Francisco, California 2014

<http://www.academyart.edu/>

I had the pleasure of doing a workshop on Next Gen Art Production for the students of the Academy

- **Speaker** at Game Developers Conference, San Francisco 2014

<http://schedule.gdconf.com/session-id/827298>

"The Career Advice I Wish I Could Give My Past Self"

- **Guest Lecturer** at The Art Institute of California, San Francisco 2013

<http://www.artinstitutes.edu/san-francisco/>

- **Speaker** at International Game Developer Association, San Francisco 2013 <http://www.meetup.com/IGDA-San-Francisco/events/119053072/>

Once again addressed fellow industry professionals on prevalence of beauty and beauty oriented development and education over technological one. If you're in the Bay Area make sure to drop by one of those. They are a lot of fun.

- **Speaker** at Game Developers Conference, San Francisco 2013

<http://schedule2013.gdconf.com/session-id/822564>

I had the privilege to address the Industry on the subject of how Artistic Beauty is perceived by our audience and human brain in general and the economic implications thorough understanding of Beauty brings. Because, unlike detail, beauty is free. Look for my talk "How Much Is Enough For Beauty?" in GDC Vault!

- **Instructor** for Eat3D

http://eat3d.com/udk_shaders

I created a comprehensive educational DVD that takes you from very accessibly-explained basics of shader creation to some of the most sophisticated use cases you can come up with

- **Writer** for Game Developer Magazine, March 2013 Issue

<http://qdmaq.com/issue/2013/March>

I had the privilege of my proprietary technical research on factual relevance of diffuse maps published in the biggest and best industry periodical.

- **Guest Lecturer** at National Center of Animation and Design, Montreal 2013

<http://www.centrenad.com/en/>

I had the amazing opportunity to share with the students of one of the best game art schools in the world - Centre NAD, what, I believe, lies at the heart of being an artist - "Beauty". So that they can intertwine it with their vision and move us all forward as an art form.

- **Roundtable Moderator** for International Game Developer Association Montreal, 2012

<http://www.igda.org/montreal>

Organized one of the first student round table discussions with IGDA for Montreal Game Art community with active art producers from big studios and Professors from biggest schools.

- **Guest Lecturer** at Belarusian State Academy of Arts, 2012

<http://bdam.by/en/>

2 lectures: "Beauty in Representative Art" and "Talent as a Delusion"

- **Guest Lecturer** at Crosspoint Forum for Art Students, 2012

<http://www.crosspoint.by/>

2 lectures: "Beauty in Representative Art" and "Talent as a Delusion"

- **Guest Lecturer** at Minsk Institute of Management faculty of Computer Graphics, 2012

<http://www.miu.by/eng/>

2 lectures: "Beauty in Representative Art" and "Talent as a Delusion"

- **Guest Lecturer** at CG Gravity event for artists, 2011

<http://gravity.cgtalk.by/>

2 lectures on "Efficient Approach to your Potential Career" and "Motivation".

- **Guest Lecturer** at Crosspoint Forum for Art Students, 2011

<http://www.crosspoint.by/>

A lecture on "Professional Opportunities In Video Game Industry".

- **Consulting Expert** for local markets for Crimson Consulting Group(California, USA), 2011

<http://www.crimson-consulting.com/>