

# Evgenii Davydenko

15 August 1978  
Malmö, Sweden

E-mail: [eugene.davydenko@gmail.com](mailto:eugene.davydenko@gmail.com)

Website: [www.davydenko.info](http://www.davydenko.info)

LinkedIn: [www.linkedin.com/in/etcher](http://www.linkedin.com/in/etcher)

## Skills:

- Proficient with: HLSL/GLSL and vertex/pixel shaders authoring.
- Proficient with Autodesk Maya: main 3D package since version 1.0.
- Proficient with: Python, PyQt/PySide, MEL and Maya Python API.
- Experienced with: Substance Designer and Adobe Photoshop.
- Knowledge of C++ and C#.
- Knowledge of Unreal Engine.
- Understanding of game engines.
- Capable of producing art content: modeling, lighting, shading, texturing, sfx.
- Full-scope prerendered CG experience including software rendering and post-production.
- Very strong problem solving and troubleshooting skills.
- Very strong educational skills.

## Job history:

### Massive Entertainment

*2017 January - present*

#### **Expert Technical Artist**

Main responsibility areas:

- Main contact person in shading and rendering areas on Tech Art side.
- Pixel and vertex shaders authoring.
- Supervising shader creation in a project and maintaining shader database.
- Collaborating with render department in order to extend current shading tech.
- DCC tools authoring for new shaders/features.
- In-engine tools for shading or rendering related tasks.
- Mentoring artists on new shading tech, features, proper shader usage, etc.
- Performance optimization concentrated mainly on render-related aspects.
- Generic performance optimization at project's closing stage: streaming, textures, geometry, etc.

Projects completed:

- 2020 March: third person shooter “**Tom Clancy's The Division 2: Warlords of New York**”
- 2019 February: third person shooter “**Tom Clancy's The Division 2**”

### Saber Interactive

*2002 March – 2017 January*

#### **Lead Technical Artist**

Main responsibility areas:

- A bridge between programming and art teams
- Establish and maintain art content production pipeline
- Art team support with all technical and troubleshooting related tasks on a daily basis.

- Write, update and support tools for art team
- Art content optimization and engine integration
- R&D
- Solving all other possible issues that falls between programming and art teams

Besides all above, in early projects such as "Will Rock" and "TimeShift" was heavily involved in art production:

- Level modeling
- Texturing
- Scripting
- Sfx production
- Non-character animation

Projects completed:

- 2016 January: Online Multiplayer FPS "**Halo Online**" (Microsoft/343 Industries) (closed)
- 2014 November: first person shooter "**Halo 2: Anniversary**" (Microsoft/343 Industries)
- 2012 June: third person shooter "**Inversion**" (Namco Bandai)
- 2011 November: first person shooter "**Halo: Combat Evolved Anniversary**" (Microsoft/343 Industries)
- 2011 March: first person shooter "**Battle: Los Angeles**" (Konami)
- 2007 October: first person shooter "**TimeShift**" (Sierra)
- 2003 June: first person shooter "**Will Rock**" (Ubisoft)

Saber Interactive website: [www.saber3d.com](http://www.saber3d.com)

## Creat Studios

*2000 November - 2002 March*

**Modeler, SFX Artist, Technical Artist**

Prerendered CG production.

Main areas was:

- Modeling
- SFX production
- Compositing
- R&D

Project completed:

In-game prerendered cinematics for Activision titles such as "Star Trek Armada", "Star Wars. Jedi Knight II: Jedi Outcast", etc. Also took part in developing Creat Studio's in-house CG animation project based on original script.

Creat Studio website: [www.creatstudio.com](http://www.creatstudio.com)

## Twelve Studio

*1998 March - 2000 October*

**3D Artist**

Involved in all areas of prerendered CG - both 3D and post production.

Project completed:

Various television products and ads for such brands as Chevron, LG Electronics, Schwarzkopf, etc.

## **Education:**

### Satbayev Kazakh National Technical University

- Graduated in 2000.
- Bachelor degree in physics.
- Specialization: microelectronics and semi-conducting devices.
- Diploma with distinction (magna cum laude)

### Coursera

- Algorithms: Design and Analysis, Part 1 by Stanford University (2013) - Grade Achieved: 94.0%
- Algorithms: Design and Analysis, Part 2 by Stanford University (2013) - Grade Achieved: 84.3%

## **Languages:**

English, Russian