Evgenii Davydenko

15 August 1978 Malmö, Sweden

E-mail: eugene.davydenko@gmail.com

Website: www.davydenko.info

LinkedIn: www.linkedin.com/in/etcher

Skills:

- Proficient with HLSL/GLSL and vertex/pixel shader authoring.
- Proficient with Autodesk Maya: primary 3D package since version 1.0.
- Proficient with Python, PyQt/PySide, MEL, and the 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, and SFX.
- Full-scope pre-rendered CG experience, including software rendering and post-production.
- Very strong problem-solving and troubleshooting skills.
- Very strong educational skills.

Job history:

Massive Entertainment

massive.se

2017 January – present Expert Technical Artist

Main responsibility areas:

- Main contact person for shading and rendering on the Tech Art side.
- Authoring pixel and vertex shaders.
- Supervising shader creation within the project and maintaining the shader database.
- Collaborating with the rendering department to extend current shading technologies.
- Authoring DCC tools for new shaders and features.
- Developing in-engine tools for shading and rendering-related tasks.
- Mentoring artists on new shading technologies, features, proper shader usage, etc.
- Performance optimization focused primarily on rendering-related aspects.
- General performance optimization during the project's closing stage: streaming, textures, geometry, etc.

Projects completed:

- 2024 August: third-person action-adventure "Star Wars Outlaws"
- 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

www.saber3d.com

2002 March - 2017 January

Lead Technical Artist

Main responsibility areas:

- A bridge between programming and art teams.
- Establishing and maintaining the art content production pipeline.
- Supporting the art team with all technical and troubleshooting-related tasks on a daily basis.
- Writing, updating, and maintaining tools for the art team.
- Art content optimization and engine integration.
- R&D
- Solving all other issues that fall between the programming and art teams.

Besides all of the 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)

Creat Studios

www.creatstudio.com

2000 November - 2002 March

Modeler, SFX Artist, Technical Artist

Pre-rendered CG production.

The main areas were:

- Modeling
- SFX production
- Compositing
- R&D

Project completed: In-game pre-rendered 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 the original script.

Twelve Studio

1998 March - 2000 October

3D Artist

Involved in all areas of pre-rendered CG – both 3D and post-production.

Projects completed: various television products and advertisements for brands such as Chevron, LG Electronics, Schwarzkopf, etc.

Education:

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%

Satbayev Kazakh National Technical University

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

Languages:

- Russian
- English