

## WORK EXPERIENCE

**YAGER Development** · Berlin, Germany · **Senior Concept Artist** October 2019–present

Environment concept art and hard surface design for The Cycle: Frontier<sup>1</sup>.

At YAGER I design: buildings, props, modular environment kits, weapon skins and weapon mods. I create inspiration concepts for environments and assist the Level Designers and Environment Artists with concept art passes over the level blockouts or based on a verbal description. Occasionally I do some 3D in-engine work: asset placement, landscape sculpting and even create final 3D assets with some basic Blueprints in UE4.

I introduced an idea of a much higher focus on environment modularity and battle tested it by creating concepts for a few modular building kits which proved to be extremely useful for the entire team. Also I promoted the use of Blender in concept art creation: use of new techniques such as booleans, advanced materials, import and export from the engine. This resulted in a much tighter collaboration between concept artists, and higher individual performance thanks to reuse of shared .blend files. Also I came up with a novel workflow for minimap creation, it is quite a technical task which heavily relies on certain features of UE4 and Blender.

**Saber Interactive** · Saint Petersburg, Russia · **Concept Artist** 2015–2019

Environment concept art for Quake Champions<sup>2</sup>.

My work mostly consisted of making sketches over the level blockouts from older Quake games in order to apply new visual settings and provide guidance for the environment artists. This resulted in a collection of assets that were reused multiple times across different levels: architectural parts, separate props, textures variations and landmarks. These tasks required a high focus on asset reuse and artistic interpretation of all the different areas of the levels.

For another project, an unannounced mobile sci-fi FPS shooter, I was making 2D concepts of the levels and characters, and changes directly in the Unity3d editor.

Many artworks for game pitches were done as well.

**Sperasoft** · Saint Petersburg, Russia · **Concept Artist** 2014–2015

As an employee of an outsourcing studio, I was making supportive concept art for the BattleCry game<sup>3</sup>: sketches of characters, gear and clothes in order to assist the character artists. It was the first time I was able to function as a concept artist and to come up with my own outfit designs as well.

**Elefun Games** · Novosibirsk, Russia · **2D Artist** 2013–2014

Various 2D artworks for the Witches' Legacy series.

## EDUCATION

**Novosibirsk State University** · Novosibirsk, Russia · **Bachelor of Computer Science** 2008–2012

Thesis: "GPU implementation of Light Mesh algorithm<sup>4</sup> using CUDA API". An implementation of an original soft shadow rendering technique for ray tracing using C++ and CUDA API.

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<sup>1</sup> <https://thecycle.game/>

<sup>2</sup> [https://store.steampowered.com/app/611500/Quake\\_Champions/](https://store.steampowered.com/app/611500/Quake_Champions/)

<sup>3</sup> [https://www.youtube.com/watch?v=8ie\\_achnL44](https://www.youtube.com/watch?v=8ie_achnL44)

<sup>4</sup> Debelov, V.A., Sevastyanov, I.M. (2002). *Light Meshes — Original Approach to Produce Soft Shadows in Ray Tracing // Lecture Notes in Computer Science*. — Springer-Verlag. — 2002. — Vol. 2330. — P. 13–21.

## SKILLS & SOFTWARE

- ❖ Hard surface design: weapons, vehicles, buildings.
- ❖ Environment concept art: reference gathering, inspirational concepts, sketches, blockouts, detailed callouts.
- ❖ Illustrations.
- ❖ Unreal Engine 4 with simple Blueprint.
- ❖ Unity3D with intermediate C# programming and basic shader coding.
- ❖ Photoshop, Blender, KeyShot and Modo.
- ❖ Able to provide useful art feedback and art advice.
- ❖ Native Russian and fluent English.
- ❖ In my free time I develop my turn-based strategy game<sup>5</sup>.

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VIKTOR FEDOTOV



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<sup>5</sup> [https://drive.google.com/file/d/1\\_yvbFvp3bKY79oikWmh0HRSw5cmdazBz/view?usp=share\\_link](https://drive.google.com/file/d/1_yvbFvp3bKY79oikWmh0HRSw5cmdazBz/view?usp=share_link) — Working title: Wars3D