

Name: Gloriya Gostyaeva

Portfolio: <http://www.microspider.net/>

Desired position: Senior/Intermediate Technical Artist

Email: g.gostyaeva@gmail.com

Location: United Kingdom

Experience:

Technical Artist at Creative Assembly

Horsham, England

Nov. 2020 – Present

Part of the Total War team; specialising on tools.

Junior Technical Artist at Ubisoft Reflections

Newcastle upon Tyne, England

Apr. 2019 - Aug. 2020

I helped finish Division 2 as well as worked on an entire DLC for it. I was working on the world, helping to ensure compatibility and performance across Xbox One, PS4 and PC platforms.

Later I began work on an unannounced title where my main responsibility was working with procedural systems in Houdini and in the proprietary engine, teaching environment artists to use procedural tools and creating documentation. Later my focus shifted to the creation of tools in C# and shader creation. Many of the tools that I produced were aimed at simplifying the workflow for the art team by creating useful interfaces and automating complex operations.

Publication:

"Evolving Virtual Ecology"

Springer Jan 31, 2019

Interactivity, Game Creation, Design, Learning, and Innovation. 7th EAI International Conference, ArtsIT 2018, and 3rd EAI International Conference, DLI 2018, ICTCC 2018, Braga, Portugal, October 24–26, 2018, Proceedings

https://link.springer.com/chapter/10.1007/978-3-030-06134-0_26

Education:

University of Coimbra

Master of Science – MSc, Multimedia Design

2013 – 2018

Skills summary:

- Problem solving; creation of accessible documentation and tutorials aimed at artists.
- Shader and material creation for PBR workflows.
- 3D modelling, rigging and animation in Maya or Blender. Knowledge of Zbrush.
- General programming in Java, C#, Python.
- Procedural generation and deep learning algorithms; Houdini experience.
- Digital and traditional art.
- Tool programming for Snowdrop and Anvil engines, a quick learner when it comes to other engines too.
- Knowledge of Unreal and Unity engines.
- Experience with AAA game development, planning, communication and other aspects of working for a major studio.
- Can communicate in English, Russian and Portuguese.