

Dennis Pahunov

Tools Developer, Technical Artist, Art Director

Summary:

Currently maker of Unity tools for procedural and manual terrain creation, ex-art director and technical artist, and initially environment 3D artist. Have 10+ years experience and expertise in most aspects of the computer graphics.

Objective:

I dream to return to a realm that excited me the most – making video games themselves, not only tools for their creation. To return back to the world of distinctive characters and exciting action, scenic scenery and breathtaking stories. Build something people can play with, not only work with.

Skill Set:

- Code:
 - Creation of Unity editor extensions with C# (and JavaScript – it's been a while). Making artist tools and scripts that are quite popular among most Unity developers that work deep with terrain. Created several playable game prototypes and vertical slices (including network via SmartFox).
 - Some experience in C++ – it has a great performance advantage even over IL2CPP. Used C++ to create main tool (MapMagic) core.
 - Creating 3DS Max tools with MaxScript for level design and model creation.
- Tech:
 - Very good knowledge of scene & asset creation, modeling, texturing, materials and lighting.
 - Good knowledge of HLSL and CG shaders languages.
 - Extensive experience of writing technical documentation in Russian. Some experience in writing technical documentation in English
 - Experience in creating technical tasks, maintaining quality control of graphical content, and improving artist's technical skills.
 - Enthusiast of studying of lighting and shading in real world.
 - Comprehensive and deep knowledge of Unity Game Engine. Experience of making own game projects and tools.
- Art:
 - Creation of 3D models of architecture, props, and characters. Strong knowledge of 3DS Max.
 - Knowledge of ZBrush. Creation of high poly models, digital sculpting skills, baking maps. Low poly models with Topogun.
 - Texture creation skills with Photoshop.
 - Enthusiast of photogrammetry. Good knowledge of Agisoft PhotoScan. Scripts for converting point clouds.
 - Basic animation experience in 3DS Max with Biped and CAT
 - Interest in Houdini, mainly as a landscape creation tool
 - Basic drawing skills

Experience:

Ubisoft RedLynx

03/2021-present time, Helsinki, Finland

Senior Technical Artist

- Develop, adapt and implement the artistic tools and methods used in the game development.
- Play a key role in carrying out the artistic vision of the game within certain technical constraints.
- Collaborate with the whole game development team to understand, define and implement technical solutions that will optimize the memory, performance, and quality of the game.

Unity Asset Store publisher,

2015-present time, remote

Terrain tools developer

- Design editor extensions, devise their features and functioning;
- Implement editor extensions in code;
- Create art assets for demo;
- Setting up and optimizing scenes;
- Provide documentation for editor extension users;
- Making of video tutorials and promo videos.

Spiderling Studios

10/2019-1/2020, remote

Technical Artist

- Writing HLSL shaders for both standard and voxel terrains
- Making tools to work with texture arrays
- Consulting on voxel terrain nuances
- Tech documentation on standard/voxel terrain materials

RealmSource

4/2017-9/2017, remote

Terrain Artist / Tech Artist

- Used MapMagic to create landscapes
- Fine-tuned MapMagic on a real big project

Light Vision Interactive,

2012-2015, Moscow, Russia

Art Director + Technical Artist

- Manage a team of 6-8 artists of multiple disciplines;
- The choice and definition of technical solutions and approaches in the field of the art;
- Ensure quality, consistency and compliance of the graphic production;
- Provide art and technical documentation (lots of it!);

- Direct and provide feedback to Artists on the team. Staff training;
- Creation of internal tools (such as level-design tool and Import Manager extension).
- Prototyping new technologies (such as sky shader).

Digital Worlds LLC,
2008-2012, Moscow, Russia

Head of the Art Department (Art Director)

- Manage a team of 5-7 artists of multiple disciplines;
- Provide art and technical documentation;
- Direct and provide feedback to Artists on the team.
- Creation of internal tools (such as 3DS Max script for creating unique houses, decals).

Digital Worlds LLC,
2006-2008, Moscow, Russia.

3D artist

- Low poly and high poly modeling of characters, architecture, nature
- Texture painting
- Level design

Special:

- Languages: Native Russian, Fluent English
- Education: higher legal (VGNA of the Ministry of Finance '06)

Personal qualities:

- High level of comfort and confidence working equally with game art and programming – especially in areas where they meet.
- Self-motivated, able to work independently.
- Love searching for solutions, discovering and learning new things.

Contacts:

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