

IVAN MIJATOV

CHARACTER ARTIST

WWW.IMIJATOV.COM
IMIJATOV@GMAIL.COM
JEFFERSON CITY, MISSOURI

WWW.IMIJATOV.COM

OBJECTIVE

To obtain a character artist position that will challenge and strengthen my skills as a 3D artist while enabling me to make valuable contributions to a team-wide effort.

SPECIALTIES

High resolution sculpting, low polygon modeling, organic & hard surface modeling, wrinkles, drapery, texturing, UV layouts, efficient and clean topology, level of detail modeling, rigging, lighting, life drawing, anatomy, concept art, illustration, matte painting, GUI design, marketing materials, graphic and web design.

EXPERIENCE

11. 2009 – Present

Location: Missouri Secretary of State, Jefferson City MO

Position: Computer Information Technologist

Duties: Web design and development (html, xhtml, css, xml, xsl, asp, javascript, etc.)

09. 2009 – 10. 2009

Location: Interstate Studio, Sedalia MO

Position: Creative Specialist / Graphic & Web Designer

Duties: Graphic design for print production and web design for product sale

12. 2004 – 11. 2008

Location: Midway Games, Chicago IL

Position: Character Artist

Duties: 3D character modeling, texturing, rigging, painting, weights, high resolution sculpting

Projects: Mortal Kombat Vs. DC Universe, Game Party 2, Wheelman, TNA Impact, John Woo presents Stranglehold, Mortal Kombat Armageddon, NBA Ballers Phenom

EDUCATION

2001 – 2005: Illinois Institute of Art in Chicago, IL, Bachelor's Fine Arts in Game Art & Design

2000 – 2001: American Academy of Art in Chicago, IL, Associate's Fine Arts in 3D Modeling/Animation

PROGRAM WORKFLOW

Adobe Master Suite, Autodesk Maya, Corel Painter, Marmoset Toolbag, nDo, Pixologic ZBrush, UDK, xNormal
(Quick to learn new programs when necessary)

REFERENCES

Available upon request.