

## STEPHEN MINKIN

Location: Toronto

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### Employment

#### **UE4 VFX Pipeline Developer and Texture Artist**

Pixomondo November2017-July2018

- Establish, maintain and improve complete UE4 pipeline for VFX(Used Granite for UE for realtime UDIM and NUKE for render pass composite).
- Establish Perforce and maintain server for source control and explore Shotgun for UE4.
- Created cinematic grade shaders.
- Create code using C++, Blueprints Python and bat.
- Created cinematic art assets.

#### **Senior UE4 TechArtist and Senior 3D Texture Artist**

Digital Dimension January2017-June2017

- Worked on 2 internal cinematic projects.
- Created shaders for cinematic purposes.
- Create code using Blueprints and Python.
- Use various tools, such as Maya, 3DsMax , Substance Painter and Photoshop to create textures.
- Maintain schedule and momentum through 2 projects.

#### **3D Artist contractor**

Valkyrie entertainment:2016-

- Develop highpoly low poly models for realtime.

#### **Senior 3D Artist and Programmer**

The Rogue Initiative: January2015-June2015

- Create 3D environmental assets.
- Create highpoly models with corresponding lowpoly models.
- Bake maps and use Photoshop to create final textures.
- Tasked to build various game prototypes using UE4 Blueprints and C++. (prototypes not shown to public)
- Built 3 prototypes games. Variation/Optimization of on rails VR shooter. FPS with unique gameplay mechanics. 3<sup>rd</sup>person mixed with FPS using a fully custom cover system.

\*\*\*Pete Blumel (Studio Head & Producer at THE ROGUE INITIATIVE) can be contacted for Reference\*\*\*

#### **3D Artist**

Adavana Government Group: January2014 March2015

- Develop CAD like assets for Military educational software.
- Work with revisionary team to make updates/improvements to existing company assets

#### **3D Artist**

Goblin Works: July2012-March2013

- Create fictional Characters in 3D.
- Create highpoly models with corresponding lowpoly models.
- Bake maps and use Photoshop to create final textures.
- Work with the Big World Engine and create tech demo for a Kickstarter.

#### **Character Artist Tech Artist**

Pitch Black Games: July2010-June2012

- Create fictional Characters in 3D.
- Create highpoly models with corresponding lowpoly models.
- Bake maps and use Photoshop to create final textures.
- Program using hero script (Hero Engine) for armor system and dynamic textures.

- Work with animation and create base rigging skinning and final import into engine.

#### **Character Artist Intern**

Big Huge Games: March2010-May2010

- Create fictional Characters in 3D.
- Create highpoly models with corresponding lowpoly models.
- Bake maps and use Photoshop to create final textures.

#### **3D Art Programs**

3D Studio Max, Zbrush, Knald, Photoshop, Quixel, Maya, Substance Painter, X Normal, After Effects, Nuke and Mari.

#### **Programming languages**

C++, C#, Blueprints

#### **Contracting**

*(listed in no particular order)*

Nexon

The Rogue Initiative

Valkyrie Entertainment

Digital Armada Inc

#### **Projects**

- Zafari
- Colony
- StarTrek Discovery
- Vindictus Trailer

IMDb <https://www.imdb.com/name/nm9291204>

#### **Education**

Art Institute of Washington: Bachelors of Fine Arts in Media Arts and Animation 2005-2009