

# KIRILL MIKHAYLOV

## TECHNICAL DIRECTOR

### OBJECTIVE:

As a technical artist my goal is to create any necessary applications and tools to optimize production pipeline, make it more efficient, and provide full technical support for any team. As a visual artist my goal is to create any type of 3D assets, characters, character setups, environments, or effects that would look at its best at minimum expense of rendering or real time in game engines.

### TECHNICAL QUALIFICATIONS:

**PLATFORMS:** PC – Any Windows, MAC – Any OS to OSX; basic Unix/Linux.

**SOFTWARE:** Maya, Photoshop, MudBox, ZBrush, AfterEffects, Final Cut, Premier, MotionBuilder, Vicon IQ and Blade, HOM Diva, MatchMover, Motor.

**LANGUAGES:** Mel, HSL, CPP, C#, Objective-C, Basic, Python, Perl, HTML, PHP, CGI, Java, JavaScripts, XML, CSS, ActionScripting for Flash, MySQL/SQL.

### PRIMARY SKILLS:

Applications and tools development for production pipelines, modeling, texture and lighting, character setup, wide range of skills for motion capture, compositing, and dynamics.

### SECONDARY SKILLS:

Full range of skills applied to web development, graphic design, and motion graphics.

### STRENGTHS:

Quick at learning new software as well as picking up any new programming or scripting language, great at solving and troubleshooting problems, and lots of energy to motivate any team.

### EXPERIENCE:

#### **Motion Capture Specialist at 2K Games**

**March 2008 - Present**

From working with talent, tracking, cleaning, to solving and character setup. In downtime always keep pushing the production pipeline (Writing new apps, scripts, tools, etc.) Worked on released titles: "NBA 2K9" (G4's X-Play "Best Animation of 2008" Award Winner), "NHL 2K9", "MLB 2K9", "MLB: Front Office Manager", "The Bigs 2", "NBA 2K10", "NHL 2K10", "MLB 2K10", "Bioshock 2"

#### **Compositor at American Media Group (AMG)**

**November 2007 – January 2008**

Primarily worked with After Effects, Photoshop, Final Cut, and Nitrous.

- History of Applied Materials (Documentary)
- Multiple projects for Microsoft, Oracle, Cisco (Keying, Rotoscoping, Motion Graphics)

#### **Teacher Assistant for Compositing Course at Expression**

**July-August 2007**

Helping students with basic work in Adobe Photoshop and After Effects, creating matte paintings, and 2D transformation/morphing from object to object.

#### **Teacher Assistant for Technical Direction / Rigging Course at Expression**

**June-July 2007**

Helping students to setup their characters. Starting from anatomy and joint placement, weight painting, complex deformations, and ending with full rig setup, ik/fk, blend shapes, and additional tools for the rigs.

#### **Skynet Industries (Business Owner)**

**2005-2007**

Developing high end web sites and applications for small businesses using PHP, MySQL, SQL, ASP, JavaScripts, CSS, HTML, CGI, Flash, Action Scripting, etc.

### EDUCATION:

#### **Ex'pression College for Digital Arts, Emeryville, CA**

**2005-2007**

*B.A.S. in Animation and Visual Effects*