

# Ats Kurvet

## Lighting Artist

2020

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### Ats Kurvet

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## Skills

### Lighting

- ◇ General lighting theory
- ◇ PBR lighting techniques and technologies, especially in a real-time context
- ◇ Cinematography and leveraging lighting as a storytelling tool
- ◇ Character lighting
- ◇ Gameplay lighting
- ◇ Use of post processing to alter and enhance the final look
- ◇ Optimisation and working within technical and hardware constraints to achieve the optimal results
- ◇ Photography and how it relates to lighting

### General

- ◇ Environment design and composition
- ◇ Virtual reality content and interaction development
- ◇ 3D modeling and UV mapping both destructive and procedural
- ◇ Texture baking and authoring both destructive and procedural
- ◇ Material/shader authoring including layering, vfx oriented materials and variation using procedural features
- ◇ Use and authoring of vfx in modern real-time vfx tools
- ◇ Cinematic sequence authoring and basic animation
- ◇ Use of procedural techniques and tools in a wide variety of situations to enhance productivity
- ◇ Use of simulations
- ◇ Basic gameplay functionality development
- ◇ Basic level block out and design
- ◇ Basic user experience design
- ◇ Basic audio integration
- ◇ Basic knowledge of: Python, Java, C, C#, C++, VEX and OpenGL/HLSL

### Interpersonal

- ◇ Following direction and reevaluating work based on critique
- ◇ Functioning as a part of a team as well as taking personal responsibility
- ◇ Analysing and solving problems
- ◇ Learning and adapting

### Tools

- ◇ Unreal Engine
- ◇ SideFX Houdini
- ◇ Substance Suit
- ◇ Pixologic Zbrush
- ◇ Davinci Resolve
- ◇ Affinity Photo / Adobe Photoshop
- ◇ Cryengine
- ◇ Unity (mostly lighting only)

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## Experience

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### ExteriorBox OÜ / Founder & main developer

FEBRUARY 2017 - PRESENT, TARTU

The company offers real-time graphics and VR application development services and consulting. Work completed for companies like Motor Agency, MaruVR productions, DV Group. Latest project is KalevipoegVR: an interactive (or it can also be experienced passively) VR experience where the user goes on a journey to hell and back as the Estonian national folk hero: the Son of Kalev, the project is developed for the museum of Kalevipoeg in Estonia.

### University of Tartu / VR specialist and instructor in CGVR lab

SEPTEMBER 2015 - PRESENT, TARTU

Virtual reality specialist at the Computer Graphics and Virtual Reality Lab. Instructor for the game engine branch of the Computer Graphics course at the university.

### Crytek GmbH / Intern lighting artist

OCTOBER 2012 - AUGUST 2013, FRANKFURT am MAIN

Intern lighting artist at Crytek from October 2012 to August 2013 working on Ryse: Son of Rome. During the employment I was responsible for lighting the first mission: The Beginning and the last mission: Son of Rome as well as the cinematics linked to those missions while following the art direction. Additionally I did in-engine renders for some of the marketing material, worked on developing the lighting pipeline with the other lighting artists and worked with the rendering engineers: giving feedback on the development of the physicalized shading pipeline and lighting features for the project.

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## Education

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### University of Tartu / Unfinished bachelor's degree in Physics

SEPTEMBER 2010 - AUGUST 2015, TARTU

### Pärnu Koidula High School / High school

SEPTEMBER 2007 - MAY 2010, PÄRNU