Nikita Novakov

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Summary

I am engaged in the creation and development of 3d models in the 3Ds Max environment in conjunction with Substance Painter. I work in Unity 3d and Unreal Engine. I have experience of working together in the GitHub version control system. Modeling experience 4 years.

Portfolio: https://keyght.github.io/Portfolio/

Experience

RTUITLAB | Moscow
RTUITLAB | 08/2020 - Present
- Creation of 3D models ready for integration into game engines

- Development of VR applications in the Unity 3D game engine

- Development of mobile applications in the Unity 3D game engine

- Participation in hackathons and competitions

- Setting up VR equipment

- Demonstration of VR content to guests, conducting basic briefing before immersion in virtual reality

Basic scills

Modeling in 3Ds Max, Working with high and low-poly styles, Creating UVs, Texturing in Substance Painter, Create, export animation, edit rig animation from mixamo, Creating VR / AR applications in Unity 3D, Basic skills in working with Unreal Engine, Working with the GitHub version control system, Working with VR headsets (HTC, Oculus)

Extra scills

English - Intermediate, Corona Renderer with 3D's Max - Basic, Photoshop basics, Languages: C++, Python, Java, C#, SQL experience, Jira, Confluence experience, Agile, Scrum, Kanban experience, Creatio experience, Web-development (HTML/CSS/PHP/JS), Advanced PC and office user, 1C:Enterprise, ERP, УНФ

Education

RTU MIREA | Moscow
Applied Informatics | 07/2023
Winner of the hackathon "Mosprom" in the case Creation of a configurator for uploading initial data from the accounting system to the configuration 1C: Model Constructor (2022)

Finalist of the National Open Championship of Creative Competencies ArtMasters (2021)

Finalist of the SBER Student youth accelerator competition (2021)

Top 10 projects at Junction Connected Hackathon (2020)

Technopark "Kvantorium" | Kaliningrad
VR/AR | 06/2019
Winner of the hackathon of the All-Russian festival of virtual and augmented reality (2019)

The absolute winner of the international competition for children's engineering teams (ICET2018)