YURI BRIGADIR

3D ARTIST

E-MAIL	yuri.brigadir@gmail.com
WEBSITE	https://yuribmmxx.artstation.com/ and https://yuri-b.github.io
LINKEDIN	https://ca.linkedin.com/in/yuri-brigadir-07ba6422
PHONE NUMBER	+1 604 364 6151 (Pacific Time Zone)

PROFILE

As a 3D artist for digital and 3D printed media, I am skilled in traditional art, technical visualisation, 3D modelling and animation. I'm also knowledgeable in use of code to speed up and automate work. This knowledge is complemented by creative problem solving skills. They have been gained from years of working in software & hardware prototyping, 3D printing, web development and also from being required to produce with limited resources.

SKILLS

Autodesk Maya + Arnold	Z-Brush	AfterEffects & Premiere	Github
Photoshop & Illustrator	Substance Painter	Python, JavaScript, HTML	SolidWorks
3D Studio MAX	Blender	Unreal Engine 4	Concept Design

EDUCATION

3D Modeling, Animation, Art and Design (Diploma) — 2020 - 2021

Visual College of Art and Design, Vancouver, BC

- Improved skills in traditional art, animation and judgement of artistic quality

- Learned a wide range of 3D modelling approaches including topology, hard surface and sculpting

- Gained technical knowledge in rigging, texturing, rendering, animation and Python Scripting

Product Design (B.Sc.) — 2007 - 2011

Dublin Institute of Technology, Dublin, Ireland

- CAD software, technical prototyping, 3D printing, manufacturing, engineering principles

EXPERIENCE

Software ,Website & Hardware Prototyping Consultant + Technical Illustrator (Contract work) — 2012 - Present

Ireland & Canada — March 2012 - Sep 2021

- Used various graphical programs to create interactive visual mock-ups of apps, software and 3D printed hardware

- Produced mock-ups to tight resource and budget constraints for small businesses and start-ups such as Startup Bootcamp, SensoDrive Technologies and OrbMB Technologies

Website and Web Application Product Designer/Developer (Full time)

Green Mountain E Trading Ltd., Richmond, BC — Dec 2016 – Aug 2018

Fluid Software Ltd., Dublin, Ireland — Mar 2012 - May 2016

- Developed a pipeline of processes and internal tools to generate 2D graphical website elements and sprites with a team of designers from games industry background

- Contributed to programming and QA of key features of graphical editor