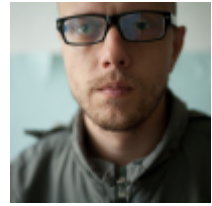Name: **Aleksey Grishchenko**

Contact Information:

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- Phone: +49 178 4516663
- Web: https://eggnot.com

Summary: I am a New Media Artist and Technologist with a background in hardware engineering, programming, and data science. My most recent interest is game design and application of game engines and rendering software interactive systems.

Education:

- Novosibirsk State Technical University, Hardware Engineering, Graduated with a degree in Design and Technology of Radio Electronics in June 2004.

Work Experience:

- Game-Developer and 3D-Artist, Tech Consultant, Freelance, 2021-Present
  - Working with Godot game engine and Blender for simulation and visuals. Doing 3D-scanning and interactive/VR installations for museums.
- R&D Datascientist, Motiv-NT, Novosibirsk, Russia, 2018-2020
  - Researched and developed a pipeline for training neural networks with synthetic data. Synthetic dataset consisted of photorealistic renders of CAD parts with corresponding generated markings. The entire pipeline was developed with scripted open source software. Game engine and rendering software Blender were partially integrated for simulation and rendering purposes(driven by python and Geometry Nodes).
- Art & Technology Teacher and Organizer, Novosibirsk, Russia, 2009-2019
  - Taught art & technology courses and organized exhibitions and open-culture related events and activities: "Studio 109", "Garage exhibitions"
- Artist and Video Editor, Moscow, Russia, 2007-2009
  - Created 3D art and edited videos.
- Feature Film Director and Video Editor, Blumen Artist Residence, Leipzig, Germany, 2006
  - Directed and edited the feature film Würfelspiel.
- Artist Assistant, First Moscow Biennale of Contemporary Art, Moscow, Russia, 2005
  - Assisted with film production for Clemens von Wedemeyer.
- Junior Researcher, Newest Media Department, Institute of Archaeology and Ethnography, Novosibirsk, Russia, 1999-2004
  - Designed and programmed GIS and 3D-scanning applications for archaeologists.

Skills & Links:

- Visual art: https://www.instagram.com/eggnot1
- Game programming & design: https://eggnot.itch.io/
- Photogrammetry / 3d-scanning: https://sketchfab.com/eggnot/models
- 3d printing & design: https://www.thingiverse.com/eggnot/designs
- Computer Vision & Data Science:
  https://www.youtube.com/watch?v=osx9ryyAAq4
- Digital Image Processing
- Circuit Engineering and Arduino-based microcontroller programming

In general, good in prototyping and design. Specific skills:

■■■□□ Circuit engineering
■■■■□ Arduino C++ / Micropython
■■■□□ Processing framework
■■■□□ OpenCV python
■□□□□ Data Science / Keras / python
■■■□□ Fusion 360 CAD modeling
■■■■□ Blender 3d modeling / python
■■■■■ Photogrammetry / 3d scan
■■■■■ Godot game engine / gdscript
■■□□□ Unreal / blueprints / VR