

Roman Saldygashev

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🐙 [groundflyer](#)

Experience

3D Generalist

Tyumen, Russia

Patisson Graphics

December 2013–March 2014

Modeling, texturing, shading, lighting and Python scripting in Houdini-Blender-Cycles pipeline. Developed scripts for batch geometry processing in Blender and Houdini.

R&D Engineer, 3D Generalist

Tyumen, Russia

Self Employed

July 2013–now

Developed PhyShader, volumetric shaders, other miscellaneous tools and shaders. Have been working on personal projects.

Part-time intern

Tyumen, Russia

«First Row Film Studio»

February 2010–August 2012

Development and testing of Houdini Digital Assets, shading, lighting on Houdini-RenderMan-Nuke pipeline. Developed miscellaneous procedural assets, e.g. car placer with shuffle, item placers, procedural tree animation and scatter asset.

Education

Tyumen State University

Tyumen, Russia

Department of Physics

2008–2013

Bachelor of Science in Physics

Thesis.....

Methods of Digital Holography

A survey on several methods of digital hologram reconstruction, implementation in MatLab; synthesis of digital holograms using Houdini and VEX

Personal Projects

PhyShader for Mantra: A set of physical plausible shaders

Houdini VEX

Skills

Tools: Houdini, Nuke, Blender, git, L^AT_EX

Programming languages: C++, Python, bash, MatLab

Operating systems: GNU/Linux experienced user

Languages

Russian: Mother tongue

English: Intermediate