

Roman Saldygashev

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🐙 [groundflyer](#)

Experience

3D Generalist

Patisson Graphics

Tyumen, Russia

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

Self Employed

Tyumen, Russia

July 2013–now

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

Part-time intern

«First Row Film Studio»

Tyumen, Russia

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

Department of Physics

Tyumen, Russia

2008–2013

Bachelor of Science in Physics

Thesis.....

Methods of Digital Holography

A survey on several methods of digital hologram reconstruction, its 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