Ultimo NSW
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Nikita Sergeev

Technical Artist, Software & Game Developer

Links

GitHub: ndsergeev
LinkedIn: ndsergeev
Behance: ndsergeev

Technical Skills

Programming Languages:
C#: Unity, ML-Agent
Swift: ARKit, SpriteKit, SwiftUI
Python: NumPy, Pandas, PySide2, Keras, Tensorflow;
C/C++: STL, Qt, boost, OpenCV;
Shell scripting; LaTeX layouting;

UI & UX
Adobe xD, Illustrator, Unity
Know UI/UX principles.

3D Editors:
Houdini: Crowds, VEX, ToolDev;
Maya: Retopo, UV, Rigging, MEL, Modelling, Animation, Example;
Blender: Modelling, Retopo, UV;
ZBrush: Sculpting;

Surfacing:
Substance Painter & Designer, Photoshop;

Character Setting up for Games:
Unity: Example;
Unreal Engine 4: Char. Setup;

Video Editing
After Effects, **Premiere Pro**, Example

Education

02/19 - now UTS
MSc of IT (Extension): Software Development,
(GPA: 3.63/4) on July 2020;

09/18 - now NRU HSE, Moscow
MSc in Big Data Systems,
(GPA: 8.7/10) on July 2020;

09/14 - 06/18 NRU HSE, Moscow
BSc in Information Science and Computation Technology: Computing systems and networks,
(GPA: 3.87/4);
Thesis: "Development of A Gamified Augmented Reality System: Towards an Exposure Therapy for Animal Phobia."

Experience

01/20 - 03/20 CGF LLC **Junior Technical Director at Crowd Department**
- Developed user-friendly tools to simplify an artist's workflow on the base of PySide2 & Houdini;
- Was maintaining and improving department's tools.

08/18 - 01/19 CGF LLC **Junior Technical Director at Crowd Department**
- Contributed to shots with pedestrians for two films (Houdini Crowd System & VEX), One is Frenchman;
- Developed tools for the shot pipeline on the base of PySide2 & Houdini 'hou' API. Routine automatisation, example screenshot from the Houdini CGF.

07/17 - 07/17 ILIT RAS **Design Engineer Internship**
- Developed 3D model and drawing of the holder and a positioning mechanism for attaching device;
- Introduced to ILIT RAS staff modern approaches of drawing development in AutoCAD, Inventor.

07/16 - 08/16 Copter Express **Design Engineer & Industrial designer**
- Created several designs of charging station in Fusion 360, available 3D sketch;
- Contributed to the prototype assembling.

Certifications

- Certificate: Mathematics for Machine Learning: Linear Algebra;
- Certified Autodesk Fusion360 User and Certified Instructor;
- Certificate: Applied Computer Science. Git;
- Certificate: Advanced programming in C/C++ language;
- Certificate: Computer graphics: the basics;

Scholarships

01/19 University of Technology, Sydney
Engineering and IT Postgraduate Academic Excellence Scholarship for academic merit in the most recently completed tertiary qualification.

01/19 Higher School of Economics, Moscow
Academic Excellence Scholarship provided by the Russian Federation and HSE for achievements in Research activities.

01/18 Higher School of Economics, Moscow
Academic Excellence Scholarship provided by the Russian Federation and HSE for achievements in Social activities.

Other Achievements

Primarily work with Machine Learning in Games and CG. Automatise processes which get me bored. I am fascinated by maths, physics, design patterns, algorithms, Game Design and UX. I love to make things pretty and analyse any work done for its further improvement. I can reflex and give constructive feedback to the team.

During my bachelor degree, I was the head of the Virtual & Augmented Reality club at my university. I used to work with people a lot: organised two hackathons, one was in collaboration with Autodesk Russia. Completed the school of agile management by Croc and Kaspersky lab.