Nikita Sergeev

Technical Artist, Software Developer Aspired Game Developer

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Links

GitHub: ndsergeev LinkedIn: ndsergeev Behance: ndsergeev

Technical Skills

Programming Languages:

C#: Unity (Example, not finished);
Python: Houdini API, PySide2,
NumPy, Pandas; ETEX: Layout;
C++: Qt, OpenCV; Shell:
scripting;

3D Editors:

Houdini: Crowd Sys., Modelling,

Particles;

Maya: Modelling, Retopology, UV Unwrapping, Rigging,

Animation; (Example;)

Blender: Modelling, Retopology,

UV Unwrapping; **ZBrush:** Sculpting;

Surfacing:

Substance Painter & Designer, Photoshop;

Character Setting up for Games:

Unity: Example,

Unreal Engine 4: Char. Setup;

Video Editing, Adobe:

After Effects, Premiere Pro.

Education

02/19 - now UTS
MSc of IT (Extension): Software
Development, (GPA: 3.63/4) on
November 2019;

09/18 - now NRU HSE, Moscow MSc in Big Data Systems, (GPA: 9.02/10) on November 2019;

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

08/18 - 01/19 CGF LLC: Junior Technical Director at Crowd Department

- Created shots with pedestrians for two films (Houdini Crowd System & VEX);
- Developed tools for Crowd Department pipeline on base of PySide2 & 'hou' Houdini Python API. Routine automatisation, **example screenshot** from the Head of Crowd Department, CGF.

07/17 - 07/17 ILIT RAS: Design Engineer Internship

- Developed 3D model and drawing of holder and a positioning mechanism for attaching device;
- Introduced to ILIT RAS staff modern approaches of a drawing development in AutoCAD.

09/15 - 06/17 NRU HSE, Moscow: Assistant & Workshop Lecturer Taught freshmen Engineer Graphics in

- AutoCAD (2D/3D modeling, drawing in GOST style);
- Fusion 360 (Sketching, Solid-, Patch-, T-Spline modeling, Stress & Thermal Simulations, Rendering & Drawing, 3D Printing). It is enough to pass **Autodesk certification exam**. Students' outcome examples: 1, 2, 3, 4.

07/16 - 08/16 Copter Express: Design Engineer & Industrial designer

- Created several designs of charging station in Fusion 360, available 3D sketch;
- Took part in prototype assembling.

Certifications

- Certificate: Mathematics for Machine Learning: Linear Algebra;
- Autodesk Certified User: Fusion 360;
- Autodesk Certified Instructor;
- Certificate: Applied Computer Science. Git;
- Certificate: Advanced programming in C/C++ language;
- Certificate: Computer graphics: the basics;

Other

- Co-founder of Virtual and Augmented Reality club at HSE, Moscow. Supported it for two years (lecturers invitations and hackathon organization): event management skills;
- Co-organized **Autodesk Forge hackathon** on April 6-8, 2018: event management skills;
- Autodesk Student Ambassador:
- Autodesk Fusion 360 Slam, Moscow participant: Fusion 360 skills;
- **CROC's** School of IT solutions program participant: Agile project management skills;
- **Kaspersky Start** accelerator participant: OpenCV with C++ programming and Agile project management skills.