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# Nikita Sergeev

Technical Artist, Software Developer Aspired Game Developer

#### Links

GitHub: ndsergeev LinkedIn: ndsergeev Behance: ndsergeev

#### **Skills**

## **Programming Languages:**

Python: Houdini API, PySide2, NumPy,

Pandas;

C++: Qt, OpenCV;

MEX; Shell: scripting; Swift: iOS UI;

#### 3D Editors:

Houdini: Crowds, Modelling, Particles;

**Maya:** Modelling, Retopology, UV Unwrapping, Rigging, Animation; **Blender:** Modelling, Retopology,

UV Unwrapping; **ZBrush:** Sculpting;

#### **Surfacing:**

Substance Painter, Designer, Photoshop;

### Character Set-up in Game Eng-s:

Unity, Unreal Engine 4;

## **Video Editing:**

Adobe After Effects, Premiere Pro.

## **Education**

02/19 - now UTS

MSc of IT (Extension): Software Development

09/18 - now NRU HSE, Moscow

MSc in Big Data Systems

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

- Made shots with pedestrians for two films (Houdini Crowds & VEX);
- Developed tools for the Crowd Department pipeline on the base of PySide2 & 'hou' Houdini Python API. Routine automatization.

07/17 - 07/17 ILIT RAS:

**Design Engineer Internship** 

- Developed the **3D model** and drawing of the holder and a positioning mechanism for attaching the device;
- Introduced to ILIT RAS staff modern approaches of 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). That 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;
- Participated in assembling of the prototype.

### Other

- One of the founders of the Virtual and Augmented Reality club at the Higher School of Economics. Supported it for two years (lecturers invitations and hackathon organization): event management skills;
- Was one of the *organizers* of the **Autodesk Forge hackathon** organizers 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*: *project management skills*:
- **Kaspersky Start** accelerator participant: OpenCV, C++ programming and project management skills.