

Nikita Vidmanov

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About me

A highly motivated and skilled 3D designer with over than 3 years of experience of working as a freelancer and contractor with different clients. By developing and polishing own style making high quality works that is in demand in modern approach of product animations and advertisements

Work

3D Designer [2021 - Current]

Freelance

Experience:

- · Building self projects from scratch
- · Creating VFX, product animations and advertisements
- · Finding clients and communicating with client base
- Mentoring junior 3D artists

Results:

- · Developing and polishing work style in effective pipeline
- · Learning more than 5 tools to get the highest quality of visual representation
- · Collaborating with individual artists and creative agencies
- · Working with big clients (Binance, Marina Bay, ARTBAT, etc.)
- Achieving liquidity in choosing of working approach to meet clients expectations

Software Engineer [2020 - Current]

Mobile Developer

Experience:

- · Developing native Android and React Native cross-platform applications
- · Making code reviews and mentoring junior developers
- Communicating with UI/UX, BA and QA team
- · Working in an Agile team environment

Results:

- Implementing pixel perfect, responsive and smooth application design to provide the best user experience
- · Collaborating with different teams to ensure seamless functionality
- Maintaining high code quality and stability across devices

Education

Bachelor [2018 - 2022] Applied Mathematics and Computer Science

Samara State Aerospace University

Skills

Software: Cinema 4D, Redshift, Houdini, Karma XPU, Octane Render, Blender, Cycles, Adobe Creative Suite

Languages: English

Additional Information

For me as a software engineer the most loved tasks were ones that connected with the design and animations. Coding it was my always pleasure. When I started to learn 3D it was a revelation for me that coding can play very important part in it. When I design my works I always try to create natural and realistic looking art with procedural instruments. I'm excited and inspired by working with the combination of creative coding and art. My goal right now is to find the environment that gives the opportunity to express yourself individually and in collaboration with team of professionals to create beautiful and unique high quality design projects