Oleg Fomenko

Game Developer & 3D Artist

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Ready to relocate

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Re: Technical Artist

Hello,

I'm Game Developer with more than 10 years of experience in game dev industry. During my career I went through almost all development process, starting from idea to release of a various game titles.

I'm currently working as Lead Technical Artist in GSN Games on project Wheel Of Fortune Slots. My main responsibility is to create well optimized, smooth running and performance effective app.

I joined the team as Tech Artist on version 1.0. It had 3d interface, I did 3d models and animations of various slot machines, worked on app optimization and performance improvements. Then i was promoted to Lead Tech Artist with one more Tech Artist in team. I responsible for all tech art work for version 2.0 which is currently on the stores. I worked closely with programmers and artists inside team, and remote Art Director from US office. We created new version, based on Canvas and 2d UI(UGUI). All interface were redesigned and animated from scratch. I worked on asset optimization, asset bundles creation and managing, creation ready to use prefabs, art assets and animations in Unity, respecting the artistic vision and technical constraints of the project.

Some work examples here.

My other work i proud with:

AZZL, project overview video, I did all programming(C#), interactive map animations based on Unity MecAnim and Vector(SVG) graphics, platforms: ios/tvos/ android, it was quite unique project with a lot of technical difficulties.

Horse Racing - i did full game programming(C#), scene setup, character animations(Maya), interface setup(NGUI), platforms: Webgl/ Webplayer

I would really like to be a part your team and use all my experience and abilities to bring new fresh breath your into your games.

Thank you for your time and I hope to hear back from you soon.

Sincerely,

Oleg Fomenko