

Oleg Fomenko

Unity3d Developer | 3d Artist



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EMPLOYMENT

- 2014-now Jutiful, Hey-Clay | Unity3d Developer**
Responsible for about 10 projects(ios/tvos/android)
- 2012-2014 REDIGION | Unity3d Developer**
Developing games with Unity3d. Working with 3rd party plugins such as NGUI, SmoothMoves, Prime31(Facebook, In App Purchase, GameCenter, Flurry etc.)
- 2010-2014 BuntarGames | co-founder**
Directing the team. Responsible for almost all business and development process's, starting from ideas trough art, animation, development and to running products into the markets.
- 2008-2014 BuntarMedia | co-founder**
Managing Art team, responsible for interactive solutions.
- 2006-2008 Vogster Entertainment | Lead Animator**
Managing animation team. Animation pipeline setup for in game characters and cinematics. Working with Unreal Engine, creating Anim Tree.
- 2005-2006 KranX Productions | Animator**
Animating game characters (humanoid and robots, biped and quadruped).Creating custom rigs, skinning. MEL scripting to automate some of the working procces.
- 2005-2005 ALS Group | Animator**
Animating main character, secondary characters, props and environment objects.
- 2003-2005 Digital Art Games | 3d modeler/ Animator**
Animating game characters, create 3d models of military vehicles, texturing.
- 2002-2003 Abyss Lights Studio | 3d modeler**
Create 3d models for game projects.



EDUCATION

- 1999-2005 National Technical University of Ukraine**
Master Degree in Computer Systems and Networks. Department of Automation and Control in Technical Systems.
- 1992-1997 School of Fine Art**
I was too young but I soaked up art knowledge like a sponge. That was a time when I got the understandings of visual style.

TECHNICAL SKILLS

	AVARAGE	GOOD	GREAT
3d Animation	●●●●●●●●		
Mocap	●●●●●●●●		
Rigging/Skinning	●●●●●●●●		
3d Modeling	●●●●●●●●		
Texturing	●●●●●●●●		
Rendering	●●●●●●●●		
Video Design	●●●●●●●●		
Programming	●●●●●●●●		
WebGL	●●●●●●●●		

SOFTWARE SKILLS

	AVARAGE	GOOD	GREAT
Maya	●●●●●●●●		
3ds Max	●●●●●●●●		
Motionbuilder	●●●●●●●●		
Photoshop	●●●●●●●●		
After Effect	●●●●●●●●		
Unity3d	●●●●●●●●		
Unreal Engine	●●●●●●●●		

PROGRAMMING SKILLS

	AVARAGE	GOOD	GREAT
C#	●●●●●●●●		
JavaScript	●●●●●●●●		
Maya MEL	●●●●●●●●		

INTERESTS

Active Sports (freestyle wrestling, jiujiitsu, skiing, surfing etc)
Game Development.