

Stoyan Dimitrov

3D Modeling | Texture Artist

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CONTACT ME

OBJECTIVE

My objective is to obtain a full time position as a character artist in an environment in which I can learn and grow along with other artists. I am hard working and constantly striving to improve my skills. I am good at working alone or in a team and am always willing to learn new software and techniques in order to produce the best work.

EXPERIENCE

Character Artist

May 2011 – Present

Frontier Developments

Modeling and texturing of characters for Kinect Disneyland Adventures

AWARDS

3D Total Excellence Award for "Monster Face" character

CG Arena Excellence Award for "Monster Face" character

2x CgHub Editor's Picks for "Monster Face" and "Mage" characters

Best beauty render in Hardcore Modeling Challenge 25 in CGtalk for "Great White Shark"

Publication in CG Arena Oct 2010 Magazine for "Monster Face" character

EDUCATION

BA (Hons) Digital Animation
High School Diploma

Universty of Hertfordshire
School of Mathematics „Akademik Kiril Popov"

2008 -2011
2003 -2008

SOFTWARE KNOWLEDGE

3ds Max



Maya



Zbrush



Photoshop



Fusion



Nuke



Premier



xNormal



Topogun



UV Layout



Sculpting



Hard Surface Modeling



Low Poly Modeling



Texturing



Rigging



Skinning



Animation



Lighting



Compositing



SKILLS

LANGUAGES

English(fluent)
Bulgarian(fluent)