



# Vladimir V. Neykov

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Career Objective: To exercise my creative skills in a challenging and dynamic environment as part of a talented team focusing on 3D art and environment creation.

<b>Professional Experience</b>	<p style="text-align: center;"><b>Kaneva LLC, Atlanta, GA</b> <b>June 2006 - March 2009</b> <i>Level Designer</i></p> <p>Responsible for creating 3D environments, lighting, particle effects, modeling world props, sellable assets and monthly specials, 2D art for UI and special projects, rigging, and implementing new visual effects for the company's Virtual World. Worked on character attire with duties including researching different clothing styles, proposing outfits, 3D modeling, UV's, texturing, adding skin modifiers and weighting each asset to be ready for animation. Completed two internships with the company, on site, and long distance contract work while pursuing my MFA degree.</p> <p style="text-align: center;"><b>Savannah College of Art and Design, Savannah, GA</b> <b>June 2007 - June 2007</b> <i>Instructor</i></p> <p>Taught Game Design Basics to prospective high-school students as part of the SCAD Summer Seminars. Introduced basic concepts and design methods in game development and supervised student projects. The class objective consisted of taking a traditional board game and by using an interactive design process introduce new mechanics, dynamics, and aesthetics that ultimately transform the gaming experience.</p> <p style="text-align: center;"><b>State University at Oneonta, Oneonta, NY</b> <b>May 2004 - May 2005</b> <i>3D Designer</i></p> <p>Worked for the Web Development Office of the college on a project for creating a photorealistic 3D representation of the campus. Duties included taking reference photographs of objects and locations on campus, building 3D models based on the reference images and texturing buildings and objects.</p>
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<b>Education</b>	<ul style="list-style-type: none"> <li>• <b>2008 - Savannah College of Art And Design</b> <ul style="list-style-type: none"> <li>▪ <b>MFA</b> - Interactive Design and Game Development</li> <li>▪ 3.95 GPA</li> </ul> </li> <li>• <b>2005 - State University of New York at Oneonta</b> <ul style="list-style-type: none"> <li>▪ <b>BFA</b> - Computer Art</li> <li>▪ Magna Cum Laude</li> </ul> </li> <li>• <b>2003 - State University of New York FMCC</b> <ul style="list-style-type: none"> <li>▪ <b>AAS</b> - Multimedia</li> <li>▪ Magna Cum Laude</li> </ul> </li> </ul>
<b>Technical Skills</b>	<ul style="list-style-type: none"> <li>• <b>Software</b> <ul style="list-style-type: none"> <li>○ 3D Studio Max</li> <li>○ Adobe Photoshop</li> <li>○ Kaneva Star Editor</li> <li>○ Adobe Flash (AS 2.0)</li> </ul> </li> </ul>
	<ul style="list-style-type: none"> <li>• <b>3D</b> <ul style="list-style-type: none"> <li>○ High and Low poly Modeling</li> <li>○ Level and Environmental Design</li> <li>○ Lightning</li> <li>○ Skinning and Weighting</li> <li>○ Rigging</li> <li>○ LOD Setup</li> </ul> </li> </ul>
	<ul style="list-style-type: none"> <li>• <b>2D</b> <ul style="list-style-type: none"> <li>○ UV unwrapping</li> <li>○ Texturing</li> <li>○ Particles</li> <li>○ Computer Art</li> </ul> </li> </ul>
<b>Honors / Awards</b>	<ul style="list-style-type: none"> <li>• Best of show for interactive submissions at Entelechy Interactive Design and Game Development show, SCAD, 2007</li> <li>• Best Interactive Installation at Entelechy Interactive Design and Game Development show, SCAD, 2007</li> <li>• Combined Honors Fellowship, SCAD, 2005-2007</li> <li>• Completed SUCO Leadership Institute program "Step Up to Leadership," Oneonta, March, 2005</li> <li>• Multimedia and Computer Science Tutoring Certificate, SUNY Fulton Montgomery, 2003</li> </ul>
<b>Languages:</b>	Fluent in English and Bulgarian, advanced in German and Russian
<b>Interests:</b>	Philosophy, games, martial arts, cooking, working out, reading
<b>References:</b>	Available at <a href="#">LinkedIn</a> or upon request.