OLEG KOVALEV

Call name

Mobile nr.

Nationality Country

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Dutch The Netherlands

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Experience

2014 - (now) - <u>3D Artist - Generalist (Freelance)</u> 3D modeling, visual effects, animation, montage, websites, sound design, graphic design, post-production, R&D www.oleg-kovalev.com

2020 - 2022 NuTheorie B.V. - Lead 3D Artist / Technical director I joined NuTheorie as Video Editor, shortly after I became Lead 3D Artist. From the start I've been working on bringing the studio to the next level. New optimized structure and pipeline, 3D, video & sound recording, editing, building of greenscreen studio, R&D, coaching and many more. www.nutheorie.nl

2013 - 2014 Minivegas B.V. - <u>3D Artist Generalist</u> 3D modeling, visual effects, texturing, lighting, visualization, post-production, R&D www.minivegas.net

2011 - 2013 Lukkien B.V. - 3D Artist Generalist 3D modeling, visual effects, animation, texturing, lighting, visualization, post-production, R&D www.lukkien.com

2009 - 2010 Lukkien B.V. - <u>3D Artist Generalist (Internship)</u> 3D modeling, visual effects, animation, texturing, lighting, visualization.

Education

2013 - 2016 Film actors academy amsterdam Acting Mbo - Graduated in 2016

2007 - 2011 Grafisch Lyceum Rotterdam Visual effects / Animation film Mbo - Graduated in 2011

Software knowledge

- Maya
- Vray
- Mari
- Substance Painter
- Marmoset Toolbag
- Adobe Creative Cloud
- Quixel Suite
- RizomUV
- Headus UVLayout
- Photogrammetry
- Agisoft Metashape
- World Machine
- Zbrush
- Boujou
- Unreal Engine
- Cryengine
- Refractor 2 engine
- xNormal
- Mightybake
- Windows OS

Languages

Dutch - Good English - Good Russian - Good