
Aleksey Garmash

— R e s u m e —

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Education/ Qualifications

Degree

Civil lawyer

Moscow State University of Transport Engineering, Russia. 1998–2003
(Civil Law Faculty)

3D modeling / animation course (3DS Max)

"Specialist" Computer Training Center, Russia 05.2004 - 08.2004

Compositing Artist (Nuke The Foundry)

Scream school, Russia Moscow, Russia 01.2009 - 05.2009

Skills

Hard-working, sociable, intelligent, quick learner, results focussed, analytical and problem solving skills. I work well with people from different cultures, flexible, and tolerant. Adaptable and flexible.

Languages

Russian (native)

English (fluent)

Career Overview

06.2011-11.2011 **VISUAL LABEL "SILA SVETA"** Moscow

Duties

- 3D modelling (architectural objects)
- Compositing
- Animation
- 3D tracking
- Collaboration with the Programming and Design department.

05.2009-04.2011 **"CINEMATECA"** Moscow

Duties

- Texturing
- Compositing
- 3D tracking
- Rotoscoping
- Programming (primary level) (Python, TCL)
- Collaboration with the 3D modeling departments

02.2008-04.2009 "NABAD PRODUCTION" Moscow

Duties

- 3D modelling
- Texturing
- Animation

06.2005-01.2008 "ITL" Moscow

Duties

- 3D modelling (Moscow Kremlin, Moscow Diamond room)
- Texturing
- Collaboration with the Digital Photography department.

05.2004-04.2005 "CHELSEA STONE" Moscow

Duties

- 3D modelling
- Texturing
- Visualisation
- Collaboration with the Engineering department.

Graphic/3D Software skills

- Adobe Creative suite
- 3Ds Max
- Nuke
- Synth Eyes
- Boujou
- Mocha Pro
- PF Track

Extra activities

Keeping fit, drawing, travelling, dancing, sport.

My aims

Development of my professional skills and self-realization.