

*Tim KITEVSKI*

## **Experienced Artist**

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## **OBJECTIVE**

To be part of a game development studio that creates first class video games, and to utilize my skills in this medium as a 3D artist to contribute in every way I can to the development and refinement of the games created.

**CURRENTLY BASED IN - Perth, Western Australia, Australia**

## SOFTWARE SKILLED WITH

- Autodesk Maya (Advanced)
- Adobe Photoshop (Advanced)
- Quixel nDo2 (Advanced)
- Quadsoftware GROME (Advanced)
- Autodesk 3DS Max (Advanced)
- ImmT MineModeller (Advanced)
- ImmT SimEng (Adept)
- Valve Hammer Editor (Adept)
- Valve Source SDK (Adept)
- Pixologic Zbrush (Adept)
- Santiago Orgaz xNormal (Adept)
- Marmoset Toolbag (Adept)
- Maxon Cinema 4D (Skilled)
- Autodesk Mudbox (Skilled)
- Andrew Shpagin 3DCoat (Some Skill)

## INDUSTRY EXPERIENCE

*5+ Years*

## EXPERIENCE

### **FIELD 3D DEVELOPER AT [Immersive Technologies](#)**

April 2012 - January 2014

Developing Custom Mine Sites (CMSs) as per customer guidelines (In-House developed and manufactured hardware and software bases) (SimEng - In-House real-time engine)

<http://www.immersivetechologies.com/products-services/customminesites.htm>

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- Visiting mine sites located globally to co-ordinate desired CMS outcomes with customers
- Capturing and collating photo and video data for constructive reference
- Collecting and refining on site engineering survey data for use in real-time graphics engine
- Creating and optimising mine terrain geometry
- Creating and optimising additional assets models and textures
- Creating and applying terrain textures
- Creating dynamic interactions on constructed CMSs to achieve customers goals
- Collaborating with software engineers to further develop in-house tools and rendering techniques
- Creating High Poly assets for use in the full range of Simulator technology (Trucks, Diggers etc)

**CONSULTANT BOOK REVIEWER AT [Packt Publishing](#)**

November 2013 - December 2013

Giving professional technical feedback on a book pertaining to video game modification utilising the Source Engine and it's related tool-sets.

***Source SDK Game Development***

- Current Status: Under Re-Write
- Release Date: 2014

**EXPERIENCED ARTIST AT [Trickstar Games](#)**

January 2011 - January 2012 (1 Year)

- Building & managing new terrains using GROME software
- Building & managing assets, textures and working with designers on level layouts
- Establishing lighting for each environment
- Final texture pass on all assets (planes, buildings, vehicles, ships)

***Damage Inc. Pacific Squadron WWII (Xbox 360/PS3/PC) (Avante Garde)***

- Current Status: Announced
- Release Date: 2012

**3D ARTIST AT [Interceptor Entertainment](#)**

November 2010 – April 2011 (6 months)

Working in spare time on a remake of Duke Nukem 3D.

- Prop making

**Duke Nukem Reloaded (PC) (UDK)**

**GAME ARTIST AT Transmission Games/Trickstar Games**

December 2008 – October 2009 (11 months)

December 2009 – June 2010 (7 Months)

**Jane's Advanced Strike Fighters (Xbox 360/PS3/PC) (Avant Garde)**

- Current Status: Released

- Release Date: Summer 2011

**Principal Terrain/Environment Artist**

**\* Prop making**

- Modelling/Texturing buildings, unique skyscrapers and misc asset
- Building assets to game on 360, PS3 and PC
- Photoshop created decals used as base for all major placements

**\* Terrain Creation**

- Sculpting terrain geometry/Texturing terrain surface
- Populating vast open world with interesting landmarks/features (68,183.6544 km2)
- Developing cities/towns/settlements via asset placements
- Creating sprawling road/river network
- Creating unique bridges via premade modular pieces
- Assisted designers in mission creation (placing mission critical assets, creating mission specific areas)
- Photoshop created terrain textures based off satellite imagery
- Baked terrain shadows for different times of day

**\* Other duties**

- Constant and iterative feedback to the software developers of GROME to provide us with needed features and bug fixes
- Established a unifying colour palette for all asset/terrain textures

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- Troubleshooting build issues with programmers
- Mip mapping enhancement for textures (Terrain/road textures)
- Adjusted texture size for all assets/decals and the terrain to gain a balance of quality and memory footprint
- Revision and enhancement of all aircraft assets (models & textures)
- Worked with graphics programmers to solve issues surrounding the terrain (texture implementation, lighting etc).

## **EDUCATION**

2008 – **Advanced Diploma Professional Game Development (Art)** at the Academy Of Interactive Entertainment (AIE) in Melbourne, Victoria.

2007 – **Multimedia Diploma** at the Hunter Street Campus in Newcastle, Australia.

2006 – **Screen Certificate IV** at the Hunter Street Campus in Newcastle, Australia.

2005 – **Multimedia Certificate IV** at the Hunter Street Campus in Newcastle, Australia.

## **INDEPENDANT GAME PROJECTS**

**Dead End** (Source Engine)  
January 2007 – January 2008  
Position: Co-Creator

**Shadow** (Gamebryo)  
January 2008 – December 2008  
Position: Environment Artist

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## REFERENCES

**Justin Halliday** - Senior Producer and Game Director at *Trickstar Games*

eMail - [justinhalliday@gmail.com](mailto:justinhalliday@gmail.com)

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**Ben Shields** - Lead Artist at *Trickstar Games*

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**Thomas Mayer** - Technical Director at *Trickstar Games*

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**Alex Da Silva** - Professional Services Product Manager at *Immersive Technologies*

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Also see recommendations: <http://www.linkedin.com/in/timkitevski>