

Technical Artist

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Skills

> Shading & Rendering

Proficient with HLSL/GLSL and vertex/pixel shader authoring.

> Programming & Scripting

Proficient with Python, PyQt/PySide, MEL, and the Maya Python API  
Knowledge of C++ and C#.

> Texturing

Experienced with Substance Designer and Adobe Photoshop.

> Pre-rendered CG

Experience with full-scope production, software rendering, and post-production.

> Adaptability

Rapidly adaptable to new technical environments and software pipelines.

> Engine Experience

Extensive current experience with Ubisoft's Snowdrop engine. Also experienced with Unreal Engine and general game engine architectures.

> Autodesk Maya

Primary 3D package with continuous professional use since version 1.0

> Art Content Creation

Capable of producing art content including modeling, lighting, shading, texturing, and SFX.

> Problem Solving

Strong troubleshooting and technical problem-solving skills.

Experience

✓

Massive Entertainment

www.massive.se

Expert Technical Artist

2017 January – present

> Shader Development

Authoring pixel and vertex shaders and maintaining the project-wide shader database.

> Cross-Department Collaboration

Partnering with the rendering department to develop and extend shading technologies.

> Workflow Guidance

Assisting artists with new shading technologies, feature implementation, and best practices

> Shading & Rendering Support

Act as a key technical resource and point of contact for shading and rendering-related questions.

> Tools Development

Building DCC and in-engine tools to support shading workflows and new engine features.

> Optimization

Handling performance optimization for rendering, as well as general optimization (streaming, textures, geometry) during project closing stages.



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# Saber Interactive

www.saber3d.com

## Lead Technical Artist

2002 March – 2017 January

### > Team Integration

Acted as a bridge between the programming and art teams.

### > Technical Support

Provided daily troubleshooting and technical assistance to the art team.

### > Research & Development

Conducted R&D into new technologies and workflows to improve production.

### > Optimization

Responsible for rendering performance and engine integration, as well as broader optimization of geometry, textures, and streaming systems.

### > Pipeline Development

Established and maintained the art content production pipeline and workflows.

### > Tools Development

Building DCC and in-engine tools to support shading workflows and new engine features.

### > Problem Solving

Addressed cross-departmental issues and specialized technical challenges.

### > Art Production (Early Projects)

Heavily involved in art production for earlier titles, including level modeling, texturing, scripting, and SFX.

**WR** Will Rock  
(2003)



**TS** TimeShift  
(2007)



**LA** Battle: Los Angeles  
(2011)



**CE** Halo: Combat Evolved Anniversary  
(2011)



**IV** Inversion  
(2012)



**H2** Halo 2: Anniversary  
(2014)



**HO** Halo Online  
(2016)  
*closed*



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# Creat Studios

## 3D Generalist

2000 November – 2002 March

### > Pre-rendered CG

Involved in all areas of production, including 3D modeling and SFX for cinematic sequences.

### > Technical R&D

Conducted research to improve the CG animation pipeline and rendering efficiency.

### > Post-Production

Handled compositing and the final assembly of rendered frames.

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## Projects Completed

### > In-game Cinematics

Produced pre-rendered cinematic sequences for Activision titles, including Star Wars Jedi Knight II: Jedi Outcast and Star Trek: Armada.

### > Internal Development

Contributed to the production of an in-house CG animation based on an original script.

<b>Twelve Studio</b>  3D Generalist 1998 March – 2000 October	<b>&gt; 3D Production</b> Involved in all areas of pre-rendered CG creation.	<b>&gt; Post-Production</b> Handled various tasks related to final image processing and assembly.
	<b>Projects Completed</b>	<b>&gt; Commercial Projects</b> Created content for television products and advertisements for brands such as Chevron, LG Electronics, Schwarzkopf, etc.

<b>Education</b>			▼
	<b>Kazakh National Research Technical University</b>	<b>&gt; Graduated</b> 2000	
		<b>&gt; Degree</b> Bachelor's degree in Physics	
		<b>&gt; Specialization</b> Microelectronics and semi-conducting devices	
		<b>&gt; Honors</b> Diploma with Distinction	
	<b>Coursera</b>	<b>&gt; Algorithms: Design and Analysis, Part 1</b> Course by Stanford University (2013) Final Score: 94.0%	
		<b>&gt; Algorithms: Design and Analysis, Part 2</b> Course by Stanford University (2013) Final Score: 84.3%	

<b>Languages</b>	<b>&gt; English</b>
	<b>&gt; Russian</b>