

# Technical Artist Evgenii Davydenko

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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](http://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.

D2

Division 2  
(2019)



NY

Division 2:  
Warlords of  
New York  
(2020)



OL

Star Wars  
Outlaws  
(2024)



## 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



## 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.

## 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.

## Twelve Studio

### 3D Generalist

1998 March – 2000 October

#### › 3D Production

Involved in all areas of pre-rendered CG creation.

#### › Post-Production

Handled various tasks related to final image processing and assembly.

#### Projects Completed

#### › Commercial Projects

Created content for television products and advertisements for brands such as Chevron, LG Electronics, Schwarzkopf, etc.

## Education



### Kazakh National Research Technical University

#### › Graduated

2000

#### › Degree

Bachelor's degree in Physics

#### › Specialization

Microelectronics and semi-conducting devices

#### › Honors

Diploma with Distinction

### Coursera

#### › Algorithms: Design and Analysis, Part 1

Course by Stanford University (2013)  
Final Score: 94.0%

#### › Algorithms: Design and Analysis, Part 2

Course by Stanford University (2013)  
Final Score: 84.3%

## Languages

#### › English

#### › Russian