

Ats Kurvet|Resume

Personal information

Name: Ats Kurvet

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Address: Estonia, Pärnu, Rõugu 26-12

Zip code: 80033

Nationality: Estonian

Date of birth: 31 January 1991

Gender: Male

Experience

- ❖ Intern lighting artist at Crytek from October 2012 to August 2013 working on *Ryse: Son of Rome*. During the employment I was responsible for lighting the first mission: The Beginning and the last mission: Son of Rome as well as the cinematics linked to those missions while following the art direction. Additionally I did in-engine renders for some of the marketing material, worked on developing the lighting pipeline with the other lighting artists and worked with the rendering engineers: giving feedback on the development of the physicalized shading pipeline and lighting features for the project.
- ❖ Freelancing work for deVoid Studios from December 2010 to autumn 2011. My tasks mainly consisted of modelling and texturing in game assets for *Dusk* (unreleased).
- ❖ Extensive modding experience with Cryengine (starting with Cryengine 2) from 2008 with the prime focus on lighting, particle effects and environment design.

Skills

- ❖ General game development
 - Lighting for gameplay and cinematics.
 - Environment design, composition
 - High and low polygon modeling and UV mapping
 - Texture baking and painting
 - Basic level block out and design
 - Basic knowledge of: Python, Java, C, C++ and OpenGL

- ❖ Cryengine specific
 - Extensive knowledge of the lighting pipeline, including the physicalized shading pipeline used In Ryse.
 - Material setup
 - Environmental prop and vegetation placement
 - Particle effects generation and utilization
 - Terrain modification and painting, whiteboxing with solids
 - Cinematics setup in TrackView
 - AI and gameplay setup, knowledge of the Flow Graph Editor
- ❖ Interpersonal
 - Following direction and reevaluating work based on critique
 - Functioning as a part of a team as well as taking personal responsibility
 - Learning and adapting
 - Analysing and solving problems
- ❖ Software
 - Primary software
 - Cryengine Editor
 - Autodesk Softimage
 - Adobe Photoshop
 - Additional software
 - Autodesk Mudbox, Pixologic Zbrush
 - Autodesk 3ds Max
 - Dassault Systèmes SolidWorks
 - Google SketchUp
 - Microsoft Office suite and Microsoft Windows operating system

Languages

- ❖ English (Fluent speaker and writer)
- ❖ Estonian (Native language)
- ❖ German (Very basic)

Education

- ❖ 2007 - 2010 Secondary school, Pärnu Koidula Gymnasium
- ❖ 2010 - 2012 June, 2013 September - *present* Bachelor's studies in physics, University of Tartu