

PHONE: +61 402120546

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Tim KITEVSKI

Experienced Artist

PHONE - (Mobile) +61 402 120546**EMAIL - tim.kitevski@timkitevski.com****OBJECTIVE**

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

CURRENTLY BASED IN - Melbourne, Victoria, Australia**SOFTWARE SKILLED WITH**

- Autodesk Maya (5 Yrs +)
- Adobe Photoshop (5 Yrs +)
- Valve Hammer Editor (5 Yrs +)
- Valve Source SDK (4 Yrs +)
- Pixologic Zbrush (4 Yrs +)
- Quadsoftware GROME (2 Yrs +)
- xNormal (1 Yrs +)
- Marmoset Toolbag (1 Yrs +)
- Autodesk Mudbox (1 Yrs +)

INDUSTRY EXPERIENCE

3+ Years

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

January 2011 - Present (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)

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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

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- 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
- 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

PROVIDED ON REQUEST

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