

# 3D General Artist

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## Lefteris Notas

Athens , Greece

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## Skills

As a 3D General Artist with a Software Engineer background, I have a wide range of skill set.

- 2D Concepting
- Storyboards
- Highpoly Sculpting/Modelling (Organic/Hard surface)
- Retopology , UV and Texturing for both feature films and Game production.
- Rigging and 3D Character/Props animation.
- Particle effects and Simulations.
- Lighting, Rendering and Composition.
- Optimizing and manage 3D assets for game engines.
- Environment Level Design

In particular concerning the development of 3D assets. (on different Platforms) I have a good knowledge on different workflows and pipelines.

Also, I'm specializing in making Game Ready 3D Assets for Games, AR and VR Experiences and their Aspects.

## Additional skills

- Front-End Web development and Design.
  - Maya Python Rigging Scripts.
  - Game Engines scripting, prototype and material shading.
  - Bilingual *English/Greek*
  - Strong Analytical skills with the ability to take and understand instructions.
  - Effective written and verbal communication skills.
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## Software Tools

**3D Modelling** : Zbrush , 3D Studio Max, Maya, Mudbox , Motionbuilder

**Texturing** : Photoshop, Substance Designer, Substance Painter, Quixel.

**Landscape Tools** : Vue Extreme, World Machine, Geo Control

**Vegetation**: Speedtree

**Rendering** : Vray , Mental Ray, iRay, Keyshot

**Compositing**: After Effects

**Flow Simulations**: Realflow

**Game Engines**: Unity, Unreal Engine 4 , Cryengine 3

**Augmented Reality**: ARToolkit

**Virtual Reality**: Oculus Rift

**Photogrammetry**: Photoscan

**Graphic Design**: Illustrator

**Web Development**: DreamWeaver

**Communication**: Office Suite

**Cloud Collaboration**: Box , Confluence, Bitbucket , Jira, Hipchat.

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## Experience

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### Daqri / Contractor 3D General Artist

APRIL 2011 - PRESENT, Los Angeles Remote Greece

- Creating 3d models and Animations for Augmented Reality.
- RnD on procedural materials on mobile platforms.
- Problem solving on:
  - Rigging TD
  - Game Assets Optimization.
- Collaboration with Daqri's Clients, as Disney, Crayola, Marvel, Lenovo for commercial Projects.
- Also Worked on Daqri's apps:
  - Anatomy 4D
  - Crayola Easy Animator
  - Crayola Color Alive
  - Enchantium
  - Pitzer3D
  - ATS 3D
  - Daqri4D
  - Lenovo Yoga Tablet 2 Pro- *Ashton Kutcher* Experience 4D
  - Daqri Helmet

### Freelance / 3D General Artist, Web- designer

NOVEMBER 2009 - FEBRUARY 2011, Remote - Greece

Creating Graphic Designs for Websites, 3D models and animations for several clients worldwide.

### Public Primary Educational School Sector / IT & Network Administrator

OCTOBER 2006 - JUNE 2007, Greece

Intern position as Network administrator, Software and Hardware IT support for region's public primary educational schools.

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## Education

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### Intergraphics College / Diploma in Advanced 3D Animation

2008 - 2009, Greece

Two years **advanced placement** due to my portfolio.

**Field of Studies** : 3D modelling (organic/Hardsurface), Character Animation and TD rigging, Texturing and Composition.

### Vocational Educational Institution / Diploma in Software Engineering

2006 - 2007, Greece

One year **advanced placement** due to my Technical High School Diploma

Two Semesters **Scholarship** as highest grades performance.

**Field of Studies:** Software Engineering, Programming, Network Administration.

### Technical High School of Computer Science / Diploma in IT

2003 - 2005, Greece

**Field of Studies:** IT and Network Systems Administration, Programming, Macromedia, Math.

