

DIMITRI K. M. LUKAVSKI

TO DRIVE FORWARD THE CREATIVE VISION BY UTILIZING 3D ART, ANIMATION AND DESIGN EXPERIENCE
WITHIN AN INNOVATIVE COLLECTIVE STUDIO ENVIRONMENT

PRODUCTION EXPERIENCE:

3D ARTIST/ANIMATOR for fully animated feature FOODFIGHT!!! DEC 2007 TO JUNE 2008

THRESHHOLD/ C-47 ENTERTAINMENT INC., Santa Monica, CA USA

Worked in various capacities of Pre-Vis Artist, Modeler and Lighter TD, and Shot Finaler in Maya.

Was responsible for continuous asset updates and integration of referenced material. Developed story board/layout
and animatics at different stages of production for fully animated feature Food Fight

<http://www.thethreshold.com> <http://www.superprevis.com>

MFA STUDENT AT SAVANNAH COLLEGE OF ART AND DESIGN

MAY 2004 TO DEC 2007

3D ARTIST/ANIMATOR

MAY 2003 TO MAY 2004

MULTIMEDIA TEAM FOR METAMEDIA USA INC., GERMANTOWN, MD USA

Developed and designed learning modules for different industries. <http://www.metamediausa.com/2006/index2.html>

3D ARTIST/MODELER (FREELANCE)

MARCH 2002 TO MARCH 2004

[HTTP://BUKA.RU/](http://BUKA.RU/) Worked as freelance Modeler/Texture Artist.

Produced assets for 18 Wheels of Steel: Convoy (<http://www.scssoft.com/18-wheels-of-steel-convoy.php>)

3D DESIGNER

INFOMATIC CORPORATION, SILVER SPRING, MD

AUGUST 2000 TO DECEMBER 2001

AUGUST 2000 TO MARCH 2002

DIGITAL ARTS DIVISION OF INFOMATIC CORP., WASHINGTON DC US

RESPONSIBILITIES INCLUDED: CREATION AND IMPLEMENTATION OF MULTIMEDIA CONTENT FOR WEB-BASED
TRAINING MODULES WITH ACCENT ON 3D ANIMATION (MAYA)

EDUCATION:

MFA FROM SCHOOL OF FILM AND DIGITAL MEDIA OF SAVANNAH COLLEGE OF ART AND DESIGN (SCAD),
3D ANIMATION/DIGITAL ARTS

AUG 2007

BACHELOR OF FINE ARTS FROM UNIVERSITY OF MARYLAND, BALTIMORE COUNTY (UMBC),
ANIMATION/DIGITAL AND PERFORMING ARTS

MAY 2004

REAL TIME SCHOOL, MOSCOW RUSSIA,

MARCH 2003

MESMER ANIMATION LABS,
ALIAS/WAVEFRONT CERTIFIED COURSE IN MAYA

DECEMBER 1999

MARYLAND INSTITUTE, COLLEGE OF ART (MICA),
PAINTING/ILLUSTRATION (Credits Transferred)

MAY 1999

ASSETS: Experienced professional specializing in act of creativity. Skill set ranges from 3D modeling, texturing,
rigging, and animation to 2D storyboarding and concept art. Works defined as clear, concise, and artistically relevant
through the implementation of strong composition, color palettes, and dedication to detail. Foundation in traditional
animation techniques solidifies an ability to communicate ideas, emotions, and expressions through progressive
computer generated art.

Offer: an unorthodox and flexible approach to a given problem; you can expect a serious conceptual input as well
as great follow through at any stage of project development (from the initial script or thumbnail concept to the final
product)Provide: an abundant experience in Conceptual and Figurative Painting, Drawing, Sculpture or Illustration;
Very much enjoy investigating the creative experiences within realms of 3D and time-based media. Well educated in
history and theory of Film and Animation. Strong inter-personal skills.

Proficient using most of tool sets of Maya (5 years experience)Other software: Apple Shake, Adobe: Premiere,
After-Effects, Photoshop, Illustrator; Z-Brush, Corel Painter, Flash and more. Work comfortably with Mac or PC.
Somewhat versed in UNIX Shell.

ACHIEVEMENTS:

RECIPIENT OF MARYLAND ARTISTS EQUITY FOUNDATION AWARD, 2004

AWARDED "DISTINGUISHED SCHOLAR OF MARYLAND IN ARTS", 2001

FLUENT IN ENGLISH AND RUSSIAN

US citizen.

