




DMITRIY DRYAGIN 3D

## CONTACT

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## CORE SKILLS

- 3D Modeling
- 3D Animation
- Vector and Raster design
- Flash/UnityScripting
- Web Development
- Sound Development
- AR experience
- Startup world experience

## HARD SKILLS

- Autodesk: Maya, 3DS Max, Plugins: Vray
- Pixologic : Zbrush, Sculptris
- Adobe: Photoshop, Illustrator, Bridge, Flash, Premier
- Game engines: Unity, Unreal
- Microsoft: Word, Excel, PowerPoint, Project, Visio
- Propellerhead: Reason
- Others: Crazybump, Webex, Vue, Mari

## SOFT SKILLS

- Supervisory skills
- Interpersonal communication
- Self motivated
- Deadline driven
- Eye for design
- Organization
- Project management
- Evaluation skills

## LANGUAGES

- English
- Russian (talking only)

## VOLUNTEERING

- 3 years working for Habitat for Humanity
- Awarded the Humanitarian medal for Katrina relief efforts

# DMITRIY DRYAGIN

PROJECT MANAGER, 3D DESIGNER

## WORK EXPERIENCE

### FREELANCING

2015-2016

Linda international trading company:

- Consultant: Helped manage, organize finances, and remedy various technical issues associated to importing exporting.

Thinkboxx LLC:

- Affiliate marketing assistant: Assisted in various tasks associated to every stage of the affiliate marketing process.

Austin Visuals:

- Creative Team Lead: Established the Creative team as a way to immediately challenge and apply the skills of interns and new hires, did various project management and managerial tasks to make Austin visuals run more efficiently.

### ITEC ENTERTAINMENT

2013-2013

Contracted Administrator:

- Helped create various documents and flow charts to improve communication with clients.

### INTERNATIONAL ACADEMY OF DESIGN & TECHNOLOGY ORLANDO

2012-2013

Adjunct Game Design Instructor:

- Taught 3D modeling in Zbrush and 3Ds Max, as well as low level programming in unreal engine, and the Unity game engine. also created class syllabuses and basic layout of lesson plans.

### SIMIOSYS REAL WORLD LABORATORY

2011-2012

Interplay Designer:

- Assisted in the development of a museum display funded by a million dollar NASA grant. Created an animated sales commercial for the Air Force Reserves on behalf of UCF.

### UNITED STATES AIR FORCE

2005-2010

Integrated Avionics Systems Journeyman - Staff Sergeant with Secret SAR clearance:

- Maintained aircraft flight control systems to maximize efficiency, while supervising and training subordinates to do the same. Awarded the achievement medal for performing various honor guard ceremonies including over 100 funerals.

## HIGHLIGHTS

### WEST LAKE DREAM

Modeler for a film that had an official selection in the New York independent film festival

### ARTISTIK MAGAZINE

3D models featured in Artistik magazine, a nationally distributed magazine

## EDUCATION

### SAVANNAH COLLEGE OF ART AND DESIGN

2014

MFA in Interactive Design and Game Development

### INTERNATIONAL ACADEMY OF DESIGN & TECHNOLOGY ORLANDO

2012

Bachelors of Fine Arts in Game Production, Magna Cum Laude

### KELLER GRADUATE SCHOOL

2010

Master of Management in Project Management, With Distinction