
Nikita Pavlov – FX Developer & Animator

DreamWorks Animation
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SKILLS

- **Software:** Maya, Houdini, 3DS Max, Photoshop, AfterEffects.
- **Programming Languages:** Proficient in Java, C/C++, Python, and MEL. Familiar with Perl, HTML, OpenGL.
- **Operating Systems:** Linux/UNIX, Windows 2000/XP.
- **Experience:** Managed a studio of seven artists and worked with seventeen external clients to create production-quality 2D and 3D artwork, animation and effects. Led the design of an OS kernel and a modeling and rendering graphics engine. Strong combination of technical and visual sensibilities. Good performance under pressure. Excellent interdisciplinary communication skills. Experience with improvisational acting and public presentations.

WORK EXPERIENCE

- **FX Developer and Animator – DreamWorks Animation** *July 2006 – now*
Developing procedural, manually adjustable effects systems for use across multiple shots and sequences. Integrating special effects elements into feature animation shots. Intimate knowledge of underlying scripting environment. Past and present projects include “Shrek the Halls,” “Madagascar 2,” and “Kung Fu Panda.”
- **Producer and Lead Technical Director – Animation Studio (ETC)** *Spring 2006*
Managed an animation studio of seven animators and technical artists, whose goal was to assist other projects and faculty with extensive animation, modeling, rigging, scripting, and lighting needs. Engineered rigging and animation tool infrastructure for assistant scripters.
- **Technical Artist - Project Vis (ETC)** *Fall 2005*
Scripted MEL tools (automated rigging, crowd simulation, procedural animation), taught rigging and cinematic workshops, researched photorealistic special effects, and assisted artists with 3D pipeline solutions.
- **Programming Intern - Disney VR Studio (Walt Disney Internet Group)** *Summer 2005*
Wrote tools, integrated modules, and designed user interfaces for in-house game editor, enabling artists to efficiently view and create game levels for *Pirates of the Caribbean* game. Also helped create a racing expansion for *Disney's Toontown Online*.
- **3D Generalist Artist - Give Kids the World (ETC)** *Spring 2005*
Assisted in developing an award-winning six-minute animated film for a children's theme park. Wrote MEL scripts to automate simulations and rigging, modeled and animated four characters, developed shaders and special effects, and aided teammates in learning advanced Maya features.

EDUCATION

Carnegie Mellon University – Entertainment Technology Center (ETC), Pittsburgh, PA

Master of Entertainment Technology, 2006

Cornell University, Ithaca, NY

Bachelor of Arts in Computer Science, 2004

Magna cum laude • GPA: 3.87 • Dean's List: 7 semesters

RELEVANT ACADEMIC EXPERIENCE

- **Advanced Computer Animation (Cornell)** *Spring 2004*
Crafted a collaborative three-minute Maya animation. Focused on learning the creative process, including pre-visualization, character modeling, rigging, lighting, MEL scripting, animation, and custom motion controls while working in an interdisciplinary team with four other students.
- **Computer Graphics (Cornell)** *Spring 2002*
Developed a 3D modeling and raytracing engine in Java and OpenGL. Implemented advanced features, including customized GUI, deformations, and shaders.