

WWW.TITOV3D.CO.UK

IGORS TITOV
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Current Location: Guildford
Nationality: Latvian (Europe)
Languages: English, Russian

Employment:

- | | | |
|------------------------------|--|---------------------|
| ● Supermassive Games. | Currently employed. | Lighting Artist. |
| ● Electronic Arts. | 2017. Need For Speed Payback. | Lighting Artist. |
| ● Darkside Studios. | 2017. Unannounced project. | Lighting Artist. |
| ● Super Punk Games. | 2015-2017. The Last Leviathan. | Environment Artist. |
| ● Super Punk Games. | 2015. Dovetail Games Flight School. | Environment Artist. |
| ● SCEE London. | 2014. Hardware: Rivals. | Environment Artist. |
| ● Freelance. | 2014-2017. Various projects including VR. | Environment Artist. |
| ● Guerrilla Games Cambridge. | 2012-2013. Killzone Mercenary. | 3D Artist. |

Education:

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|--------------------------------|--|
| ● ELEMENT5. | Concept Art with Mark Kolobaev. |
| ● CGMA. | Environment Design with Aaron Limonick. |
| ● University of Hertfordshire. | BA, 3D Games Art. 2010 – 2013, First Class |
| ● Stoke-on-Trent College. | Interactive Media Design. 2008 – 2010, MMM |

Awards:

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| ● UHAnimation. | Games art nominee 2013 for Best games trailer “Leander”. |
| ● UHAnimation. | Games art award 2012 for Best games trailer “NEWFOUNDLAND”. |

Software:

- Foundry Modo
- Autodesk Maya
- Autodesk 3DsMax
- World Machine / GeoGlyph
- Pixologic Zbrush
- 3D Coat

- Luxion Keyshot
- CHAOSGROUP Vray
- OTOY Octane

- The Foundry Mari
- Adobe Photoshop
- Substance Designer
- Substance Painter
- Quixel Suite

- Unreal Engine 3 & 4
- CryEngine
- Unity
- Frostbite