

ARNAUD KOTELNIKOFF

Character Artist

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Nationality : French

Date of birth : 4 September 1976



KOTELNIKOFF.com

CAREER PROFILE

Seasoned video game artist, I have been working around the world in leading games markets (including Canada, Japan and France), exploring different approaches of video game development. I am now keen to progress with new challenges and creative involvement in innovative projects.

WORK EXPERIENCE

July 2009 – Ongoing

UBISOFT - Montréal, Canada

Ubi.com

Character Modeller

Project : Next-gen game (PS3, Xbox, PC) due 2011

- Main character modeling and coordinator with the motion capture team for the facial animation development
- Modeling of the first person player

November 2008 – June 2009

GAMELOFT - Montréal, Canada

Gameloft.fr

Character Modeller and Concept Artist

- Concept art and character modeling for PS3 and Iphone games
- Montréal representative on task force sent to Shanghai to assess skills and abilities

August 2006 – October 2008

RHINO STUDIOS - Tokyo, Japan

Rhino-studios.co.jp

Character Modeller

Project : Afrika (PS3)

- Modeling and texture for animal and human characters
- Photographer for on location shoot in Africa and Japan
- Official studio photographer for model reference shoot

February 2004 – June 2005

XTAGE - Tokyo, Japan

Xtage.co.jp

Character Modeller and Concept Artist

Projects : Ultra Man, Daiyamato 2 and Chura-Shima (Pachinko Games)

- Character and background modeling
- Creation of SFX
- Research for Pachinko games prototypes

March 2002 – January 2003

ND CUBE NINTENDO-DENSETSU - Tokyo, Japan

Ndcube.co.jp

Character Modeller and Concept Artist

Projects : Friends (Pachinko Game)

- Making of 3D interface for a Japanese ATM
- Character concept design and modeling of main character

September 1996 – February 2002

UBISOFT - Montreuil, France

Ubi.com

2D/3D Artist

Projects : Rayman Arena (PS2), Rayman2 (Dreamcast/Nintendo 64), Disney's Dinosaur (Dreamcast), P.O.D (Arcade Game Prototype), S.C.A.R.S (PS1), Street Racer (PS1/Saturn)

- Modeling and texture for characters, vehicles and map backgrounds
- Lead artist and supervisor of team for Rayman Arena prototype

SKILLS

SOFTWARES

- Maya
- 3dsmax
- Softimage XSI
- Zbrush
- Xnormal
- Marmoset Toolbag
- Crazy Bump
- Motion Builder
- Photoshop
- Painter
- Illustrator
- After effect
- Flash
- Game Maker
- Dreamweaver
- Encore DVD
- Xnview

ABILITIES

- Concept art for characters, vehicles and machines
- Modeling characters and backgrounds (real and fantasy)
- Modeling in sequence for game design, animation and programming
- UVmap deploy optimized for normal mapping
- Painting textures
- Pixel art with minimal colour palette
- Life drawing

LANGUAGES

- Native French
- Fluent English
- Fluent Japanese

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P O R T F O L I O