

Kostia del Do

3d Environment Artist

Born in 1982
French nationality
Fluent English

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Technical Skills

Maya [Layout, Modeling, Texturing, Lighting & Rendering]

Zbrush / 3d Renders [Mental ray, Maxwell, Vray]

After Effects / Nuke [Compositing, Color Correction, Title Creation]

Photoshop / Illustrator [Matte Painting, Layout design, Cartoon Illustration]

Work Experience

3D Modeling & Lighting

Kenzo Mode : Handbags Collection Test (december 2010)

In charge of modeling new Handbags prototypes for Kenzo, based on art director's sketches and photomontages. The shading, lighting and rendering parts were done using Maxwell render (for its multilight real-time fonction).

3D Environment Artist

Iksel Films : SNCF (french railway company) (september 2010)

The spot director needed a virtual traveling that went from the inside of a train to the outside landscape. This freelance mission was a full week challenge as I had everything in charge : from modeling to compositing. A model railroding look was given to the render using Mental Ray and Maxwell. (www.ikselfilms.com).

Pipeline Manager

Mac Guff Ligne : Mc Donalds & Vache Qui Rit (jan 2010 - april 2010)

Use of in-house software (INK) for 2 commercials. Experience included : creating and managing graphs for the whole pipeline 3D chain, exporting shots from Maya to in-house 3d render (Symbor) and dealing with various issues on tight schedule. Status changed overtime from assistant to main pipeline Manager. Few props modeling and some lighting were also made. (www.macguff.fr)

Render Wrangler

Mikros Image : Ne Te Retourne Pas (dec 2008 - may 2009)

Production used a customized Mental Ray SSS shader for realistic skin results (around 20 different passes). Responsibilities included monitoring renders, warning renderers for visual output issues and ensure the delivery of final rendered passes for Nuke Compositors. (www.neteretournepas.com)

3D Modeler & Renderer

Mikros Image : Logorama (oct 2008 - dec 2008)

Logos Modeling and Shading & Rendering Cg sets for Logorama, a full 3D short film. Responsibilities included pre-compositing with After Effects. (www.logorama.com)

3D Environment Artist

Iksel Films : Michel Taillis créations (jun 2007 - jul 2007)

Full HD environment Sets creation for Michel Taillis, a traditional animated-puppet designer. Experience gained in Environment creations, in optimizing scenes and in rendering process (due to the delivery of 12 different sets within a month). (www.ikselfilms.com)

Telecine & Color Grading (Intern)

Medialab Company (jun 2004 - aug 2004)

Internship at Medialab, a Paris based VFX company specialized in Film Scanning & Color grading. Experience gained in Color correction and Post-production pipeline process.

Assistant Creative Director (Apprentice)

Enjoy advertising agency (sep 01 - jun 02)

Apprenticeship at the Enjoy advertising agency. Experience gained in film direction, video editing (final cut pro) and in layout design. Creative concepts were also developed for a children oriented web tv program ("Ooops").

Education

2004-2007 : Masters Degree in Arts & Audiovisual Technologies / University of Paris VIII

2002-2004 : Diploma as Assistant Director in Cinematography / ESEC School

2001-2002 : Assistant Multimedia Director Certification / Les Gobelins

2000 : French Baccaulaureate (Literature specialization + Cinema option)

Interests & Leisures

Interests :

Photography, Cinema, Video Games, Astrology, Poker & Swimming.

Travels :

New Caledonia, Australia, Japan, Hawaiï, New Zealand, England, Germany, Italy, Portugal, Hungary