

Denis Kravtsov

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Personal statement

I am a committed and motivated person driven by my long lasting interest in computer graphics. I enjoy solving complex problems and seeing the results of my work. My special interest lies in the area of research and development of the content creation systems. I am fascinated by the idea of working together with a team of highly-skilled creative individuals.

Education

- PhD,** **Bournemouth University, UK**
2007 - 2011
The National Centre for Computer Animation.
Thesis title: "**Hybrid Modelling of Time-variant Heterogeneous Objects**".
Research, design and development of a novel framework for volumetric modelling and animation. The framework was integrated into Maya, Houdini and standalone applications utilising both the CPU and the GPU through CUDA/OpenGL (presented at SIGGRAPH).
- MSc,** **Saint-Petersburg State Polytechnic University, Russia.**
2005 - 2007
Faculty of Radiophysics, Department of Radiotechnics and Telecommunications.
Student member of IEEE societies. Co-author of two papers accepted for international conferences.
- BSc,** **Saint-Petersburg State Polytechnic University, Russia**
2001-2005
Faculty of Radiophysics, Department of Radiotechnics and Telecommunications.

Relevant skills

- Programming Languages** C/C++, Python, Java (J2SE), C#, Assembler (x86/87, Atmel AVR), PHP, JavaScript, Pascal/Delphi, VBA.
- Technologies** Maya SDK/Python/MEL/pyMEL, 3DS Max SDK/MaxScript, CUDA, DirectX, OpenGL, STL, Qt/PyQt, wxWidgets, Java AWT/SWING, MFC, Intel TBB, CMake, Win32 API, UML, XML.
- Tools** Maya, 3DS Max, Houdini, Unity Engine, RenderMonkey, Photoshop, Corel Draw, Sony Vegas, Audacity, Perforce, SVN, Bazaar.

Relevant experience

- 2009-present** **Uformia, Norway**
Software developer (part-time)
R&D of CAD-oriented 3D modelling software. Design, development and support of core libraries used for volumetric modelling. Prototyping of new features through Maya plug-ins.
- 2005–2007** **Saber Interactive, Russia**
Software developer (full-time)
Game development, UI integration, script support, Xbox Live features and multiplayer for multiplatform title "**Timeshift**" (PC, Xbox 360, Sony PlayStation 3).
- 2004**
(Summer) **State Research Institute of Electrophysical Apparatus, Russia**
R&D engineer (internship)
Researching new methods of data communication between embedded devices and control systems.
- 2003-2007** **SPbSPU, Russia**
Software developer (part-time)
R&D of novel applications for Interactive Digital Television Platforms done in association with Panasonic Digital Networking Laboratory at Princeton University (New Jersey, US).

Relevant projects

I have developed a number of personal projects relating to computer games and size-limited real-time demos with procedurally generated content. In order to complete each of these projects I have created a set of standalone tools and plug-ins for the existing software.

Areas of interest

2D/3D Computer Graphics, Volumetric/Procedural Modelling, Content Creation, Game/Demo Development, Function Representation, Implicit Surfaces, Animation, GPU, CUDA, Sound Synthesis and Processing, Digital Photography/Video, Filmmaking.

References

Available on request.