

Tatiana ALEXANDROVA
37 years, Russian and French nationality
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3D Artist

QUALIFICATIONS AND PROFESSIONAL KNOWLEDGES:

Rendering and Lighting: direct / indirect illumination, Global Illumination, Caustics, Final Gather, Mental Ray.

Modeling: high and low-poly, nurbs, subdivisions. Texturing, compositing.

Animation: skeletal animation, path animation, deformers, dynamics, rigging.

Maya, 3dsMax, Mental Ray, V-Ray, Adobe Photoshop, Digital Fusion, Z-Brush.

Other qualifications: Maya MEL.

PROFESSIONAL EXPERIENCE:

- 2012: - Emissive (for Dassault Systemes): historical project Paris 3d, historical project Giza.
- 2011: - Emissive (for Dassault Systemes) : Technocentre, recreation of Giza temples in Egypte, historical project Paris 3d.
- MEL scripting.
- 2010: - Emissive: campus EDF.
- works in rendering and lighting.
- University of Bourgundy: cours of Maya.
- 2009: - works in rendering and lighting.
- University of Bourgundy: cours of Maya.
- 2008: - Etranges Libellules (video game Astérix at Olympics, Xbox 360): lighting (envMaps, texturing).
- Jewellery design, 3d.
- Media Port: Furniture (sofas) modeling.
- University of Bourgundy: cours of Maya.
- 2007: - Etranges Libellules (video game Astérix at Olympics, playstation2): modeling, mapping, texturing.
- University of Bourgundy: cours of Maya.
- 2006: - Ti-Caillou Prod (studio): scenario, storyboard for advertise clip project Legrand.
- Modeling for a short film.
- Terminal Studio: creation and animation of a Spanish Galleon.
- 2005: - Diploma work for Master degree in infographics (in images synthesis group, Laboratory XLIM, University of Limoges): simulation of movement translation in liquids based on physical models.

DIPLOMES:

- 2005: Master in Computer Science, University of Limoges, France.
- 2002: PhD in Mechanics and Power Engineering, University of Provence, France.
- 2002 : PhD in Physics and Mathematics, Saint-Petersburg State University, Russia.
- 1998 : Master of Science in Méchanics, Saint-Petersburg State University, Russia.

PUBLICATION IN INFOGRAPHY:

Alexandrova T.Yu., Terraz O., Ghazanfarpour D. Interaction Between Water And Dynamic Soft Bodies, International Conference on Computer Graphics Theory and Applications (GRAPP 2006), Setubal (Portugal), 25-28 February 2006.

LANGUAGES: **English** (fluently), **French** (fluently), **Russian** (mother tongue), **German** (notion).

EXAMPLES OF WORK: are available at <http://skisa.org/>

OTHER ACTIVITIES: drawing, photography.