

Andrey Golovin

Software Developer / Technical Artist

Dev:

Web/Cli/Gui tools, Automation, Addons development .
FP/OOP/DDD, Technical Documentation.

Python/JS

Server: Linux, Bash, Nginx, Docker, Git, GitHub actions

BackEnd: Python: Flask/FastApi, sql/nosql

FrontEnd: html/css/js, Svelte/SvelteKit, Vuejs, threejs

Blender API

Art:

Design, Great Artistic taste.

3D: Blender (Modeling, Texturing, Rigging, Animation, api/dev), Maya(api/dev)

2D: Gimp, Photoshop, RenderDoc.

Work Experience (> 6 years):

Wargaming | Technical Artist | 09.2023 – 02.2025 (1.5 years):

- Blender Addon Development
- Batch Files/Assets management (Maya/Blender/Substance/Data)
- Gui, Cli Tools
- Mentoring, Management
- Prototyping, Pipeline Design

Freelance | FullStack Software Developer | 10.2022 – 09.2023 (1 year):

- Svelte / FrontEnd development
- Threejs / 3d modeling
- Server management, Deployment

Immerse AR | Technical Artist | 06.2021 – 09.2022 (1.5 years):

- Blender/Unity
- Urp/shaders/hlsl
- Documentation, Supervision, Optimization

Freelance | Tech/3D Artist | 2016 - 2019 (3 years):

- Blender, various frameworks, Photogrammetry, automation

Playkot | 3D Artist | 2016 (0.5 years):

- Blender, 3d asset creation, animation

Education:

ITMO: Teacher of computer Graphics

Rodchenko Art School: Media Artist

Coursera: University of Washington: Programming Languages A/B/C