

ROMAN VRBOVSKY

Curriculum Vitae

CAREER OBJECTIVE: Lighting TD

To adapt and apply my strong technical skills as well as to involve a good eye for aesthetic and attention to detail to provide sophisticated solutions implemented into the working pipeline achieving the highest quality of visual performance.

WORK EXPERIENCE

October 2006 - present

Lighting TD (Generalist) - Rockhunter Animation and Visualization, London

Motorola/Vodafone cg commercial

Full development of the cg commercial - modeling, animation, shaders & lighting, post production. Working closely with the art director at the FCBI advertising agency following his directions and expectations either on site or off site from the studio.

Architectural visualizations for the HSBC and various clients

Adapting state-of-the-art technology and fast methods of photorealistic visualization with a strong focus on lighting and colour balance. Offering solutions, advancing the pipeline for the best and fast results. Leading a team of 3D artists, tutoring junior members of the team.

February 2007

Lighting TD (Generalist) - Bostock and Pollit, London

Electronic Arts - Game idents/Logo animations

Production of the pre-viz version of 4 different logo animations for PODO game for electronic arts working closely with art director of Bostock and Pollit following a storyboard and design guidelines provided.

December 2006

Lighting TD (Generalist) - Sliced Bread Animation, London

Product visualization and animation, non-photorealistic architectural visualizations

June 2006 - September 2006

Lighting TD (Generalist) - Designhive, Godalming

Producing photorealistic architectural visualizations working with a dedicated team of architecture specialists. Reading project plans, working with CAD files, suggesting optional solutions and methods.

2002 - May 2006

Freelance 3D artist and animator

Architectural visualizations for Viva Digital Media, UK

Product visualizations for Edmond Fernandez, Chicago, US

3D animated TV commercial for Cheerios

Leading a team of modelers, modeling, technical direction, shaders, lighting and rendering

2D/3D animated TV commercial for Slovak Ice Hockey Association

Modeling, shaders, lighting, animation, rendering, post production and editing

3D animated TV commercial Golden Puck

Modeling, lighting, animation, rendering, post production and editing

3D animated TV commercial LUCIE Concert Tour - czech music band

Modeling, shaders, lighting, animation, rendering, post production and editing

3D animated TV commercial "Witnesses to the fall" Radio/TV show - broadcasted on TV Thelma Macedonia

Storyboarding, modeling, shaders, lighting, animation, rendering, post production and editing

**3D animated TV commercial for Heineken
broadcasted during World Hockey Championship 2003**

Fluid simulation of a beer foam morphing into a character using Reelflow

3D animated TV commercial for Sport Daily Newspaper

Character animation, toon shaders, lighting, rendering, post production and editing

2001 - 2002

**3D artist and animator for TV commercials - Omega Plus
(TV service, post production, broadcasting)**

Design, 3D animation, post production and direction of the weather service for TV TA3.

Design and 3D animation of various TV commercials, graphic design for advertising campaigns.

LECTURES PRESENTED

December 2007

GRAPHITE 2007 Perth, Australia - organised by the american chapter of ACM Siggraph

The presentation discussed the concept, the creative process and technical execution behind the project

www.yetanotherface.com

March 2004

Game Developers Session Brno, Czech Republic

Theory and practical solutions in using Final Gathering (mr).

December 2003

PAF Animation Festival Olomouc, Czech Republic

The presentation explained lighting methods for animation applied within different conditions dependent on the project specifications.

SOFTWARE KNOWLEDGE

Softimage XSI

3dsmax

Reelflow

Combustion

Adobe AfterEffects

Adobe Photoshop

AutoCAD

I-DEAS

Ansys

RENDERERS KNOWLEDGE

Mental Ray
VRay

EDUCATION

April 2006 - June 2006

Max Planck Institute, Munich, Germany with CERN

Project: **Benchmark Experiments to validate EFF/EAF data**

Modeling of the port plugs and of the Diagnostic Equatorial and Upper Port Plug Blanket Modules (BSM)
Neutronic parametric study of Diagnostic Upper Port Plug BSM with a common diagnostic aperture.

DIPLOMA THESIS: Application of the Monte Carlo - N Particle Code for Calculating of Parameters of Transmutation Assembly

The graduation thesis is focused on problematic of the Monte Carlo method in reactor physics. I have introduced the Monte Carlo method in the field of computation methods, described the computations of integrals by Monte Carlo method, the analysis of the variance reduction methods and methods of estimating the integrals is explained. The last chapter is specialized on the model of combined assembly for the MCNP code with 10 geometric and material variants. The conclusion has listed the running, output of the simulation and the comparisons of results between the simulation that was calculated by the Helios 1.7 code.

1996-2003 Faculty of Informatics and Electrical Engineering Slovak Technical University, Bratislava
Department of Reactor Physics
Masters in 2003 | Bc in 2000

1992-96 High School Jan Holly in Trnava
High school graduation diploma

Contact

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