

# Kirill Federspiel

## Environment Artist

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### Kirill Federspiel

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### Skills

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**Maya & Zbrush** - modeling/sculpting. **Reality Capture** - mesh extraction. **Substance Designer & Photoshop** - texturing. **World Machine** - terrain erosion sim. **Houdini** - erosion sim, poly reduction, retopology. **Unity/UE4** - world assembly. **Adobe Premiere** - video production.

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### Experience

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#### ManaWorks / Artist

2019 - Present, BELLEVUE

#### ArenaNet / Environment Artist

2009 - 2019, BELLEVUE

Guild Wars 2 Expansion: Path Of Fire (2017)

Guild Wars 2 Expansion: Heart of Thorns (2015)

Guild Wars 2 (2012)

#### ArenaNet / Cinematic Artist

2008- 2009, BELLEVUE

Produced in-game scripted cinematics for Guild Wars Expansion: Night Fall (2006), Bonus Mission Pack (2007) and the Eye of the North (2007) content releases.

#### ArenaNet / Graphics & Video Artist

2007 - 2008, BELLEVUE

Orchestrated and captured in-game screenshots and videos for web and print marketing materials.

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### Education

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#### Henry Cogswell College / 3D Modeling Experience

2001 - 2002, EVERETT, WA

Classes in 3d modeling and animation disciplines.

#### Perry Technical Institute / Graphic Design

1999 - 2000, YAKIMA, WA

Graduate of Graphic Design program.

