

KIRIL JAKIMOV

Real Time VFX Artist

◦ DETAILS ◦

City of London United Kingdom
jakimov.study@gmail.com

◦ LINKS ◦

jakimovcg.com
www.linkedin.com/in/kiril-jakimov

◦ SKILLS ◦

Real Time VFX
Technical Art
Blueprint Coding (Unreal Engine)
Shader Creation (Unreal Engine)
3D Modelling
PBR Texturing
Sculpting
Cinematography
Video Editing (Compositing)
Project Management
Communication and Listening
Spreadsheets and Organisation

◦ LANGUAGES ◦

English - Fluent
Russian - Native



PROFILE

Escape Studios graduate who is passionate about VFX and Technical Art. Thrives on bringing games to life, making them fun and interactive with the help of the latest technology and techniques. Also aiming to help and improve pipelines within the game-making environment. Keen to learn on the job along side industry professionals.



EMPLOYMENT HISTORY

Night Shift Receptionist at Hotel Indigo London Tower Hill, City of London

September 2022 — May 2024

Despite not having worked directly in the games industry. I have successfully led two projects as a producer, where I sharpened my ability to manage project timelines, resources, and team dynamics effectively, along side with meeting deadlines and working under high stress on my behalf. Additionally, I served as a Perforce administrator for two projects, which taught me valuable skills in version control.



EDUCATION

Game Art, Escape Studios, City of London

September 2021 — Present

Currently working towards my degree.

Economics and Business Studies, West Hatch Sixth Form, City of London

September 2019 — June 2021

I studied Economics and Business Studies in Sixth Form where I graduated from with A-level grades in both Economics and Business Studies.



COURSES

Unreal Engine 5: One Course Solution For Niagara VFX, Udemy

January 2023 — February 2023

Unreal Engine 5: One Course Solution For Material, Udemy

March 2023 — April 2024

Environment Production, Art Station Education

September 2022 — October 2022



SOFTWARE KNOWLEDGE

Unreal Engine - Expert Level (Specialise)

Ember Gen - Experienced

Maya - Expert Level (Specialise)

Zbrush - Experienced

Substance Painter - Advanced Level

Entire Adobe Package - Advanced level

Substance Designer - Experienced

Cascadeur - Experienced

Gaea - Advanced

Perforce- Advanced /Admin

Houdini - Beginner