

Nick Moutafis 8 January 1985

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Vimeo : www.vimeo.com/sinok (A video blog with my R&D's, tutorials etc.)
Scriptspot : <http://www.scriptspot.com/users/sinok> (My scripts on the worlds' biggest maxscripts' site)

Employment

April 2009 – present: Production Manager / VFX artist at 3dreams

Currently, I carry out all the 3d productions by myself. Furthermore, I am responsible about all the projects that relate with 3d and/or new technologies in the company. I have worked on some really great technologies including, Mechanical motion capturing for real-time performance, Augmented reality, Motion capture with Kinect, wall projections and many more.

June 2010 – present: Co-owner / Administrator at 3dtalk.gr

3dtalk.gr is the biggest community for 3d artists in Greece. Through this site, we are trying to create a Greek knowledge sharing platform, where all the Greek artists can improve their skills. My main responsibilities include problem solving for Autodesk 3ds Max and general site administration.

January 2006 – present: Co-founder / Web Designer at Plusminus

I am web designer in a small web design and development team named "Plusminus". Designing the makets in Adobe Photoshop I developing the front-end in HTML and CSS, lies within my responsibilities. Last, in case of a Flash site, I do the programming in ActionScript 2.0 .

January 2005 – Present: Freelance / Tutoring

Through the years, I have worked in many freelance projects, both in Greece and abroad with a variety of clients. Currently, one of my biggest clients is an arch studio based in London (<http://www.cityscapedigital.co.uk/>). Also, I do tutoring either in person or with pre-recorded videos.

June 2007 – February 2009: Head of production / 3d artist at IxorVFX

During my time there, I was in charge for the pipeline and tasks arrangements. Additionally, I did modeling, texturing, tool development, animation, rigging, Fluid simulations, Particle FX, set supervision and many more. IxorVFX is the biggest VFX studio in Greece, so we undertook some of the best Greek TV commercial.

September 2006 – May 2007: Modeler / Tool developer at Track7Games

In track7Games I worked on an AAA title called "Theseis". Mainly, I was an environment/props modeler but I modeled/sculpted organic characters as well. Soon, I discovered some holes in the pipeline and so I developed some tools in my spare time in order to speedup my work flow. After a while, my tools were massively used by all the artists in the company. Given the success, I was asked to develop a couple more tools for the game.

May 2005 – August 2005: Exhibition stands Visualizer at D.E.K.A.

At D.E.K.A. I worked as a visualizer. My role was to create both the renders and the blueprints for the constructors. I introduced to the company an unknown for the time renderer, called ChaosGroup Vray. They were really pleased with the quality vs. speed and thus I quickly gained their trust.

Education

2002 – 2004: 3d animation at Intergraphics

Besides 3d, in this College I attended many classes such as freehand drawing, architectural drawing, character design, sketching, history of VFX, Principles of Direction, image and video editing. I graduated with "Excellent" in my degree.

2002: High school

I graduated from the 1st High School of Kalivia with "good" and "very good" at "freehand drawing" and "architectural drawing" accordingly.

Skills

Autodesk 3ds Max: I have very deep knowledge of the program including Tool development, modeling, lighting/shading (Vray), rigging, animation, particles, fluids (FumeFX), dynamics etc.

Adobe Photoshop: (deep knowledge) Image editing, color correction and texturing.

Autodesk Mudbox: (deep knowledge) Sculpting and texturing.

Adobe AfterEffects: (good knowledge) Video post-production.

Next Limit Realflow: (Average knowledge) liquids.

The Pixel Farm Pftrack 4.0: (Good knowledge) of the program.

Autodesk Maya, Autodesk Softimage, Syntheyes, 2d3 Boujou, Digital Fusion: (Basic knowledge)

Interests

Scripting/programming, sketching, movies, puzzle games, recording video tutorials, r&ds.

References / Recommendation Letters

Available on request