

Alexander Ignatenko

3D CHARACTER ARTIST & TECHNICAL ARTIST | XR SIMULATION EXPERT

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SUMMARY

Technical 3D Character Artist with 12+ years of experience engineering high-fidelity asset pipelines for AAA games, VR/AR industrial simulators, and real-time interactive environments. Expert at bridging the gap between federally funded R&D research (BMBF) and commercial deployment. Developed high-impact, medically validated avatars and optimized character systems for global industry leaders including Porsche, Daimler, Siemens, and TRUMPF. Focuses on pure technical excellence and performance budget optimization, completely eliminating corporate fluff.

CORE COMPETENCIES & TECHNICAL SKILLS

- **Character Pipeline:** High/low-poly sculpting, advanced retopology, baking, PBR texturing, rigging, skinning, blendshapes.
- **Cloth Art:** Tailoring and high-fidelity physics-ready cloth generation in Marvelous Designer / Clo3D.
- **Technical Art:** Runtime engine asset optimization, custom shader tuning, motion capture pipelines (direction to implementation).
- **Software Stack:** 3ds Max, ZBrush, Substance Suite, 3D-Coat, Adobe CC, Marmoset Toolbag, xNormal.

PROFESSIONAL EXPERIENCE

Senior Character / Tech Artist & VR Gameplay Designer

2018 – 2024

TriCAT GmbH

SCIENTIFIC R&D & FEDERAL PROJECTS (BMBF / EU FUNDED)

- **Project EpicSave (2018–2019):** Lead 3D Artist for award-winning medical simulator. Created the flagship "Emotional Child" character with real-time dynamic symptom behaviors (anaphylactic shock) that secured continuous federal funding.
- **Project ViTAWiN (2019–2022 | €2.7M BMBF):** Engineered anatomically perfect airway models and active symptom progression for COVID-19 emergency response simulation, utilized to train thousands of healthcare workers.
- **Project i:medtasim® (2022–2024):** Transformed complex research into a flagship commercial product for disaster medicine (MCI). Modeled dynamic real-time trauma libraries (burns, amputations) for emergency response services and the Bundeswehr.
- **Consortium Work:** Directed high-end asset deployment in consortia involving Fraunhofer IESE, Ulm University Hospital, and the Red Cross.

INDUSTRIAL PRECISION & COMMERCIAL ENTERPRISE SOLUTIONS

- **Porsche AG (Virtual Centre):** Modeled and animated interactive 3D avatars; designed and integrated high-precision VR diagnostic tool mechanics for service center software solutions.
- **3DSim@GBT & SBB (Gotthard Base Tunnel):** Owned full production cycle of optimized, high-fidelity 3D characters and precise equipment. Spearheaded tech art workflows to maintain strict mobile/desktop frame rates without visual degradation.
- **TRUMPF & Siemens AG:** Produced tailored worker avatars and dynamic asset handling logic for heavy industry and metal 3D printing simulation environments.
- **Corporate XR Digital Twins:** Developed 1:1 precise corporate avatars and multi-user virtual spaces for Audi AG, Bayer, and Bosch.

3D Character Artist & Animator | Early Career Highlights

2010 – 2017

New World Interactive

Character Artist and Animator for the multi-million copy tactical FPS hit "Insurgency" (2014).

FOX 3D Entertainment

Hard Surface / Asset Artist for the asymmetric competitive sci-fi shooter "Natural Selection 2".

Quarter Circle Games

Character Artist for the atmospheric narrative thriller "The Peterson Case".

IC3D Media

3D Generalist creating precision simulation models and assets for a UK Military training contract.

University of Sydney

Technical Animator developing pipelines and character performance frameworks for the animation track.