

# Boryslav Fird

3D Generalist and  
Technical Artist

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- 📍 Burnaby, BC
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- 🌐 <https://www.BoryslavFird.com>
- 📺 [https://www.youtube.com/@Procedural\\_Minds](https://www.youtube.com/@Procedural_Minds)

## OBJECTIVE

Ambitious 3D Generalist and Technical Artist with a knack for problem-solving and a drive for continuous improvement. Great desire to create faster, simpler, and more efficient workflows to be able to do higher quality work with less time and effort.

## EDUCATION

Bachelors of Applied Science  
Animation and Visual Effects

### SAE Expression College

- 📅 September 2008 - June 2011
- 📍 Emeryville, CA

## SKILLS

Unreal Engine 5  
Visual Scripting  
Environment Art and Design  
Material Development  
3D Modeling  
Strong Leadership Skills  
Real Time Gameplay Optimization  
Problem Solving  
Quick Learner

## WORK EXPERIENCE

VAD Generalist

### Pixomondo / Sony Entertainment

September 2022 - April 2024 | Vancouver, BC

- Create and design complete environments based on provided concept art and reference photography.
- Work with other artists and supervisors to create new tools and methods to allow for higher quality and faster workflow.
- Optimize Unreal Engine environments to perform in real time on the LED walls.
- Mentored newcomers to help them quickly get integrated into the pipeline.
- Acted as a technical lead and guided colleagues in proper workflow management and quality assurance.

3D Generalist

### JJK Holdings

March 2020 - January 2023 | Los Angeles, CA

- Create full 3D models that are to be used for AI learning algorithms.
- Convert facial video footage to 3D character face animation.
- Integrate live face capture to control a head rig with facial capture through phone or webcam.

3D Environment Artist

### Outer Realm VR

March 2018 - January 2021 | Los Angeles, CA

- Create immersive 3D environments inside Unreal Engine 4.
- Optimize environments for Virtual Reality headsets.
- Migrate Unreal Engine environments into Unity to be used with Microsoft HoloLens AR.

Digital Artist

### Giant Propeller

April 2017 - March 2018 | Los Angeles, CA

- Create 3D face masks to be used with mobile AR apps.
- Create and render assets for multi layer compositing for feature films.
- Oversee assets from vendors. Modify them as needed to integrate them into our pipeline.

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## WORK EXPERIENCE

### 3D Generalist

#### Various Short Term Contracts

March 2013 - March 2018 | San Francisco, CA

- Create and design assets and environments based on provided references or concept art.
- Work with Unreal Engine or Unity depending on the company's needs.
- Create high and low resolution versions assets for baking down high resolution detail onto more optimized meshes.

### 3D Modeler

#### Pixomondo

May 2012 - November 2012 | Baton Rouge, LA

- Create high and low res assets of environments, creatures, and props.
- Work with other artists to create new tools and methods to allow for higher quality and faster workflow.
- Optimize Unreal Engine environments to perform in real time on the LED walls.

### 3D Generalist

#### DuMonde VFX

December 2011 - April 2014 | New Orleans, LA

- Create high and low res assets of ships to composite for tv shows.
- Create and rig digital doubles and doves for use in feature films.