

VICTOR IVANOV

Multidisciplinary designer and developer.

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About Me

I'm Victor Ivanov, and I'm a multidisciplinary designer and developer. My interests lie in interactive and experimental media, and consequently games. I write code, create graphics/illustrations, play and produce music, build worlds, and many other things in-between. My multidisciplinary approach allows me to exercise a higher degree of control over my projects, and with the usage of varied combinations of media, I can more elaborately explore the philosophical concepts and experiments that drive me.

My website, <http://v-os.ca>, includes more information about me and my various projects.

Studies & Experience

Computation Arts - Specialization
Golf Classic Scholarship
Concordia University, 2016 - Present

Interactive Media Arts - First Class Honors DEC
Honor Roll Fall 2015, Winter 2015, Winter 2016
Dawson College, 2015 - 2016

Game Design Teacher - Dawson College
Game Design Boot Camp - Non-Credit Division
Dawson College, Summer 2017

Research Assistant - Obx Labs, Montreal
Virtual Reality and Text
Concordia University, January 2017 - April 2017

Web Designer - Arthem Co., Montreal
Client Requirements, UI, and Interaction Design
March 2016, October 2016

Interests

2D graphics, 3D graphics
Music Production, Audio Design
Interactive Media Production

Game Design and Development
Application Design and Development
Web Design and Development

Physics, Chemistry, Mathematics
Programming, Systems Analysis
Philosophy, Psychology, Teaching

Narrative, Science Fiction, Cyberpunk
Design, Optimization, Efficiency
Self-Improvement, Generalism

Skills

Audio / Visual Digital Media Production
Web / Game / Application Programming
Game / Software / Experience Design

Photoshop, Illustrator, Lightroom, Photography
Premiere, Sony Vegas, After Effects, Filming, Editing
Blender, Cinema4D, Terragen, ZBrush

Ableton Live, FL Studio, Logic Pro, MaxMSP
Sound Synthesis, Recording, Mixing and Production
Keyboard, Guitar

HTML, CSS, PHP, Javascript, Ruby, NodeJS, MySQL
Unity3D, Unreal Engine 4
C#, Java, Processing, PureData, Arduino

Projects

Elyium | v-os.ca/elyium
Mobile alternate reality game platform, and narrative
authoring engine made using Processing

Atmos | v-os.ca/atmos
Digital collage of fantasy landscape, made using Terragen,
Mandelbulb3D, and Photoshop

Log | log.v-os.ca
Daily log time-tracker, and data visualization program made
using Ruby, MySQL, and PHP

Cosmic Affliction | [v-os.ca/the cosmic affliction](http://v-os.ca/the-cosmic-affliction)
Multi-genre electronic album, made primarily using sound
synthesis, including guitar, piano, and vocals

Drone Dreams | [v-os.ca/drone dreams](http://v-os.ca/drone-dreams)
Collaborative live audio performance tool made using
NodeJS, Javascript, Socket.io, and PureData