

# Victor Ivanov

Multidisciplinary designer and developer.

v-os.ca

Montreal, Qc - Tokyo, Japan

victor.ivanov.design@gmail.com

(514) 621-9322

I'm Victor. I write code, create graphics/illustrations, play and produce music, build worlds, and many other things in-between. My experience with varied media allows me to communicate effectively with different specialists, as well as exercise a high degree of control and understanding of the overarching design and vision of a project. My generalist approach equally helps me acquire and master new skills at a very fast pace, making me an efficient creator at any level of specialty.

My website, [v-os.ca](http://v-os.ca), includes more information about me, and documentation of my projects.

## Experience

### Game Workshop Technical Lead - Abtec

Instructor for game design and development workshop.  
Jun 2018 - Sep 2018, Honolulu Hawaii

### Designer and Artist - Ubisoft Game Lab Competition

Unity game and level design, asset modeling and texturing.  
Jan 2018 - Apr 2018, Montreal

### Research Assistant - Obx Labs

HTC Vive, iOS, HoloLens, and Unity development.  
Jan 2017 - Apr 2017, Jan 2018 - Jun 2018, Montreal

### Teaching Assistant- Concordia University

CART253 - Creative computation class.  
Sep 2017 - Dec 2017, Montreal

### Game Design Teacher - Dawson College

Teacher for accelerated game design camp.  
Jun 2017 - Aug 2017, Montreal

### Web Designer - Arthem Co.

Client requirements, UI, and interaction design.  
Mar 2016 - Oct 2016, Montreal

## Education

### Computation Arts - Bachelors of Fine Arts

Golf Classic Scholarship  
Concordia University, 2016 - Present

### SILS - School of International Liberal Studies

Japanese, Architecture, Media Design  
Waseda University, 2018 - Present

### Interactive Media Arts - First Class Honors DEC

Honor Roll, 2015-2016  
Dawson College, 2015 - 2016

### Languages

English, French, Bulgarian, Spanish, Japanese

## Skills

### Design

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

### Visual

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

### Audio

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

### Code

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

## Projects

### Purity | [v-os.ca/purity](http://v-os.ca/purity)

Web-based wiki engine with API, markup language, and content management system, made using PHP.

### Relay | [v-os.ca/relay](http://v-os.ca/relay)

Asymmetric, multiplayer, geolocate hacking game made using NodeJS.

### Log | [log.v-os.ca](http://log.v-os.ca)

Daily log time-tracker and data visualization program made using Ruby, MySQL, and PHP.

### The Cosmic Affliction | [v-os.ca/the cosmic affliction](http://v-os.ca/the-cosmic-affliction)

Multi-genre electronic album, made primarily using sound synthesis, featuring guitar, piano, and vocals.

### DotCycle | [v-os.ca/dotcycle](http://v-os.ca/dotcycle)

Atmospherics-oriented, narrative-centric game, made using Unity and Blender.