

## Contact details

Dmitrii Olgin

E-mail address

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Website-portfolio, FCB, etc.

<https://www.postende.com/archviz>

[https://www.instagram.com/noname\\_image/](https://www.instagram.com/noname_image/)

<https://www.facebook.com/dmitrii.olgin>

<https://www.linkedin.com/in/dmitrii-olgin-425942251/>

## Education

since 2019	bachelor's degree Faculty of Fine Arts, Brno University of Technology, Czech Republic Intermedia Studio, heads: MgA. Valentýna Janů, MgA. Jonáš Strouhal
2017–2019	postgraduate degree Institute of Contemporary Art, Moscow, Russia New Artistic Strategies, head: Stanislav Shuripa
2011–2015	bachelor's degree The Faculty of Robotics and Complex Automation, Bauman Moscow State Technical University, Russia Automation of Technological Processes and Production

## Additional training

2016–2018	course certificate Curiosity Media Lab, Moscow, Russia Design of Interactive Environments, heads: Eugene Afonin, Yan Kalnberzin
2018	course certificate Render.Camp, online Professional architecture visualization 4.0, head: Daniel Nagaets

## Experience

2015–2022	Match Architects Architecture Studio, Moscow, Russia 3D Visualizer
2015–2020	Freelance 3D Artist
2017–2018	Supervisuals

	Motion Design Studio, Moscow, Russia Interactive Media Designer
2015–2015 (less than a year)	PANACOM Architecture Studio, Moscow, Russia 3D Visualizer
2014–2015	CEOffice Design Studio, Moscow, Russia Interior Designer, 3D Visualizer

### **Professional skills**

3D Modeling & Rendering, Postproduction

Software: 3Ds Max (Corona Render, Fstorm Render, V-RAY Render, Redshift)  
Autocad  
Unreal Engine 4,5 (basics)  
Marvelous Designer  
Zbrush (basics)  
Adobe Photoshop, After Effects, Indesign  
Touchdesigner

Languages: Czech (Professional Working)  
English (Professional Working)  
Russian (Native)