

CURRICULUM VITAE



Name: Atanasov Iliya

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Education

- Technical University - Sofia, Branch Plovdiv, M.S. (*Electronics Engineer, Master degree*), specialization Optic and Mobile Communications, 1996 – 2001
- High School – Mathematical gymnasium “Vasil Levski”, Smolyan, specialization “English with Mathematics”.

Honours/Title/Qualifications:

- *Master’s degree* - Electronics Engineer; Specialization: Optical and mobile communications.

Previous Experience

June 2009 - Present – **CTO at Pixelhunters & 50% shareholder**. Responsible for the entire production of the studio. Managing the whole pipeline, lead technical and creative artist. Identifying client needs, proposing different solutions. Strongest role – risk management, strategic thinking, problem solving, finding the fastest way to reach the goal. Well organized, workaholic, always finding a way to unite the team.

Fields of work experience:

- research and development

- gaming - Unreal /Unity

-content creation – ads, games, tv, films, architectural visualizations, art direction, digital content creation

- managing Fullstack devs/ team

1500+ projects delivered worldwide, 150+ international awards. Over 6h of created VR content for variety of projects. Metaverse creation experience. Game design experience and management of pipeline and game scopes, managing art and programming teams. Structuring backend requirements for data management.

2024/2025 - **Adjunct Faculty in Digital Media at Middlesex University, Dubai**

2019 - **Part time teaching 3d animation in American University in Emirates**. Teaching Maya, with vray render engine, Course includes modeling, texturing, animating, lightining

and rendering and final compositing in resolve. A movie created from the work of all students at that illustrates all the major fields in the 3d animation to start from scratch and to achieve a final result.

June 2009 - April 2013 - **Lead Artist and Studio Director at Game Design Solutions FZ-LLC.** Assembled, supervised the team of the company, working at different computer graphics projects, advertisements, entertainment games, architectural projects, corporate presentations. Responsible for all production in the studio.

January 2008 – May 2009 – **Lead Artist Blackstone Studios, Dubai.**

Worked on architectural visualizations (movies and 3D pictures) and commercials.

Architectural projects: Al Barari, Remraam, Tijan, Atlantis, Dubai Properties, Chapal

Commercials: Dubai Film Festival, STC, GTC, GMC, AUDI, Anchor, BKF - Kitkat...

2005 - 2007 – **Lead Artist SIA Advertisement** (working with 3d advertisements and special effects for movies).

Films: Supervisor and lead artist for "Nightmare City 2035" directed by Terry Winkles, working in : "Hindemit" directed by Andrey Slabakov , "Warden of the Dead" directed by Ilian Simeonov , "Shadows" derected by Milcho Manchevski, "The Phantom" directed by Jovan Todorovich

Commercials: Mtel, Cosmofon, Zagorka, Kamenica, Tommy, Sachi, Black Ram, Aliaska, KFM, Postbank, Mastika Karnobat, Pestera...

September – October 2007: **Nu Image / Worldwide Effects, 3D animator.**

15. 06. 2004 – 2007: **Television “Eurocom – Bulgaria”, 3D animator**, motion graphics, show ID, opening show. Using mostly Maya for modeling and animation and Combustion for Compositing

10. 05. 2003 – 15. 06. 2004: **Television “Eurocom – Bulgaria”, research and development of Virtual Studio System**, Fully equip Virtual studio(software and all digital content). low poly modeling in Maya, Light baking textures, exporting animation and still objects in virtual open GL platform, using Nvidia shaders, controlling the process of making Virtual Studio presentation.

01. 03. 2001 – 10. 05. 2003: **Television “Eurocom – Bulgaria”, digital editor and composer** of News, shows and documentary movies, using DPS Perception and Velocity for editing, Digital Fusion and Combustion for compositing.

01.02. 2001 – 01. 03. 2001: **Television “Europe” – digital editor**, using Adobe Premiere and Boris Fx

23. 05. 2000 – 30. 07. 2000: Company “**Elida**” – assembling and selling computers, set up lan networks, first steps in modeling in 3dsMax for architectural projects.

International Awards

- Published and Invited for the design & tutorial publications for the Front Cover of 3D Artist Magazine UK – issue 56, issue 63
- Publication in 3D Artist Magazine, issue 79

- Featured in Digital Mayhem Techniques by Duncan Evans
- Award for best 3D work for December at the 3D World Magazine (International Magazine for leading 3D artists).
- Published work in EXPOSE 7 (the seventh edition of the premier annual artbook celebrating the creative talents of digital artists worldwide).
- Couple of nominations for the best picture per week in Evermotion (leading internet portal for digital imagery).
- Nomination for best 3D commercial shown on BNT in 2006.
- Excellence award in Expose 9

Multiple awards on a banner of Evermotion site (the five best pictures for the month)

Major Fields of Scientific Research (Keywords)

Metaverse creation, 3D animation, modeling, lightning, rendering, compositing, special effects for movies and television, Unreal Engine, Unity, Maya, 3DsMax, Digital Fusion, Davinci Resolve, Combustion, Adobe Photoshop, Adobe Premiere, DPS Velocity, Vegas studio, Adobe Photoshop, Iclone, Character creator, Cinema 4d, Reality Capture, MVN Studio, Perception Neuron studio – mocap capturing and processing, Real Flow, Boujou for 3d tracking, Embergen for simulations, render engines – Vray, Mental Ray, Software Scanline.

Foreign languages (Level of Proficiency)

English- fluent

Russian – average