

Curriculum Vitae

Nikolaos G. Gizelis

<u>Personal Details:</u>	Home Address: 222 Thisseos Av., 17675, Athens, Greece Telephone: +302109412215 Date of Birth: June 25 th , 1970 Place of Birth: Piraeus, Greece Status: Single Health: Excellent Others: Non Smoker Full, Clean Driving Licence Email: nickogi@yahoo.co.uk Web Site: www.noisyknuckles.com
<u>Objective:</u>	To strengthen my abilities as a digital artist into a creative environment and to learn new skills on the traditional and digital realm by accepting and accomplishing challenging and rewarding projects.

Work Experience:

January 2005 – Present

Freelance projects

- I did sculpting and preparation for 3d print work for WWI and WWII themed miniature busts as commissions for Pathos Miniatures, www.pathosminiatures.com.
- I did modelling, sculpting, uv mapping and texturing work on characters and props for a commercial project of JNL Advertising company's 3d graphics division, 3Dreams, (<http://www.jnl.gr/>) for OPAP S.A. as their client.
- I participated as a beta tester for the sculpting module of Maxon's Cinema 4D R.14-15
- I did modelling and UV unwrapping work for VFX/CG production studio Vattica (www.vattica.com) and participated in Vattica's latest project, Ancient Discoveries III, a 10 episode series for History Channel.
- I participated in "Ekso Productions" studio's work for the movie "To Kako" (English title : " Evil ", <http://www.imdb.com/title/tt0813129/>, official web site : <http://www.tokako.com/>), doing mostly particle effects work for the movie and some character modelling work for the movie's advertising banners
- I participated as a modeller/texture artist in a TV commercial for the presentation of "DSL Cube" ADSL connection pack (www.dslcube.gr) of Vivodi Telecom S.A. (www.vivodi.gr)

March 2001 – November 2012

Foundation of the Hellenic World, Athens, Greece

3d modeler and animator at the 3D&Virtual Reality Department

Output:

- modelling/sculpting/texturing/uv mapping and normal/cavity/displacement maps extraction, to be used in real time characters and other assets for the interactive project under the name "VIRTUAL REALITY APPLICATIONS IN BOEOTIA: THE ORACLE OF TROPHONIUS AND MYCENAEAN THEBES".
The above project is the virtual representation of the ancient oracle of Trophonius

and the palace of Mycenaean Thebes. These two virtual representations are installed in areas that were specifically shaped by the local authorities, in Leivadia and Thiva, which will constitute museum sites that will attract visitors.

- character modelling/texturing/animation/rendering work for a stereoscopic pre-rendered & realtime project about the Battle of Thermopylae to be presented as a permanent exhibit in the Innovative Information Centre Historical Thermopylae, in the Municipality of Lamia, Greece.
- modelling/texturing/animation/particles/rendering work for a series of animation projects of the Foundation about Ancient Olympia and about astronomy in the ancient times.
- modelling/texturing/rendering work for CG content to be used in the main video presentation of project "Meeting in the Ancient Agora" of the Foundation
- modelling/texturing work for CG content to be used in project "The Ancient Agora of Athens" on the dome of the Foundation
- 3d content for the film "*The House of Hermogenes*".
This film was a 3d animated reconstruction of a typical house of the ancient Greek city of Priene in Asia Minor (now Turkey).
The House of Hermogenes has won an award at **The Archaeology Channel** International Film and Video Festival, which concluded on July 19th, 2003 in the United States.
It won Honorable Mention as the fourth-ranked film (as determined by the Jury) in the Use of Animation category.
Other Festival Screenings where this film was presented:
"13a Rassegna Internazionale del Cinema Archeologico" Rovereto Festival, 2002, Italy
E-phos Festival, 2002, Greece
"7e Festival du Film d'Archeologie d'Amiens", 2003, France
- 3d content for a series of documentaries about the Olympic Games through time
- 3d content for the illustrated book "Olympia: a journey in four dimensions", a book about ancient Olympia temples
- 3d content for a series of documentaries about Astronomy and Mathematics in ancient times
- real time polygon modeling for the ancient Olympia and also 3d reconstruction of the ancient city of Priene, for the VR Onyx2 Craylink Cave system of the Foundation

Dec. 1998 - March 1999	Omnitek Ltd. Autodesk Authorized Training Centre, Athens, Greece 3d modeler and animator (part time) Output: - 3d content for a promotional video of the Centre
May 1997 – Dec. 98	Nationale Nederlanden (I.N.G.), Athens, Greece Banking and insurance broker (part time)
March 1998 – Aug. 1998	"Athineon" Private Institution of Vocational Education, Athens, Greece Assistant tutor on 3DS Max course (part time)
Jan. 1998 – July 1998	Multinox Ltd. Steel Construction Company, Athens, Greece Trainee mechanical engineer (part time) Output: - responsible for the supervision of the sheet metal department as well as for the 3d modeling of specific machine components
Education:	
1999-2000	University of Teesside, UK MA Computer Animation
Sept. 1998 – Dec. 1998	Omnitek Ltd. Autodesk Authorized Training Centre, Athens, Greece

Educational course oriented towards the creative use of 3D Studio MAX

1990 - 1999

Technological Educational Institute (T.E.I.) of Piraeus, Greece

BEng Mechanical Engineering (In the meantime, my military duty was accomplished and I also worked as a part time employee)

Sept. 1989 – Dec. 1989

University of Patra, Greece

BSc Mathematics

I attended the first semester modules in the specific course

Languages:

- Greek (native)
- English (fluent)

Military duty:

April 1995 – Sept.1997

Accomplished

Application Knowledge:

3D

Autodesk Softimage
AutoDesk Maya
Pixologic ZBrush
Autodesk Mudbox
Bodypaint 3D
3D Coat
Poser
Unfold 3D

2D

Adobe Photoshop

Compositing

Adobe Premiere
Adobe After Effects
Wondertouch Particle Illusion
Autodesk Softimage FX Tree

Sound Editing

Steinberg WaveLab

Others

Microsoft Word