

GEORGY RAKITA

BA Computer Games Arts @ UCA Franham (2nd year)
NW3, London, UK
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WORK

AR ARCHITECTURE / Graphic Designer
& Marketing Assistant / Sept. 2018 - p.t. / UK
Graphic Design, Website development & management,
Client acquisition (Google Ads)

IC WIRELESS / Freelance 2d artist / 2017 - 2018 / RU
Creation of a background art for the level selection
screens

FREELANCE / 2016 - 2017
Graphic Design, Wordpress website development and more

IDENCY LTD. / Technical Sales / Nov. 2016 - Apr. 2018 / UK
Wordpress website, sales

VLADEY / Web editor in chief & Graphic Designer / 2017 / RU
Graphic Design (social media, print), management of
the website development

MUSEUM OF V.N. PLUCHEK / Graphic Designer
& Museum Assistant / 2014 - 2016 / RU
Graphic Design (social media, print, branding), SMM

BOSCH RUSSIA / DIY ACADEMY / Instructor
& Joinery Assistant / Dec. 2014 - Feb. 2015 / RU

OTHER EXPERIENCE

GLOBAL GAME JAM / Guildford / UK
During this Jam me and my team developed an explorational game using Unity. My responsibilities included: idea creation, assembly of the project in Unity, coding, team management.

CONTACT & PORTFOLIO

Visit rakitaegor.uk to see my portfolio or contact me via
email: rakitaegor@gmail.com
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EDUCATION

BA COMPUTER GAMES ARTS / 2017-2020
University for the Creative Arts / UK
3d (Maya, ZBrush, Substance Painter) (1st. y. mark - A),
Games production (Unity), coding (C#) (1st. y. mark - A),
Games & Film Theory (1st. y. marks - A, B)

FOUNDATION IN ART& DESIGN / 2016-2017
University for the Creative Arts / UK

PRE-FOUNDATION / 2016-2017
British Higher School of Art and Design / Russia

SKILLS

Unity scene assembly (Intermediate) / C# (beginner)
3d modeling (Beginner) / Texturing (Beginner) /
Graphic Design (logo, print, web) (Intermediate) /
Team management

SOFTWARE

Photoshop (Advanced) / Unity (Intermediate) /
Unity Shader Graph (Intermediate) / Maya (Beginner) /
Zbrush (Beginner) / Substance Painter (Beginner) /
Oculus Medium (Beginner) / Fusion 360 (Beginner)

After Effects (Beginner) / Illustrator (Beginner) / Adobe
Premiere (Beginner)

Version control software (Unity Collaborate, GitHub)
Task Management (HacknPlan, Trello)

LANGUAGES

Russian / English (Proficient)

HOBBIES

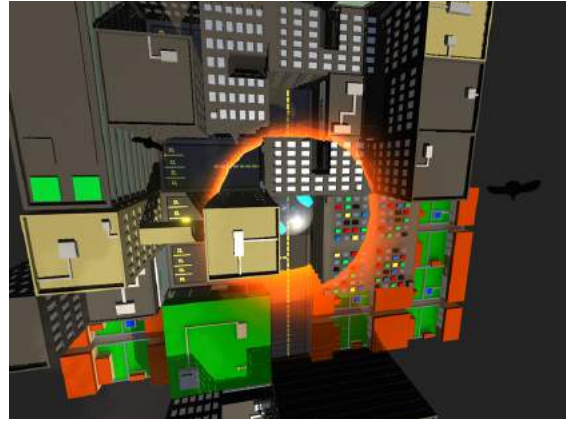
Modding (steamcommunity.com/id/riverey) /
Singing (soundcloud.com/riverey) /
Photography (instagram.com/riverey) /
Roller blading / Hiking

FEATURED PROJECTS (please visit rakitaegor.uk for all projects)



OTO / Jan 2019
Gobal Game Jam / UK

An exploration-type game about fixing your home and, subsequently, your life.



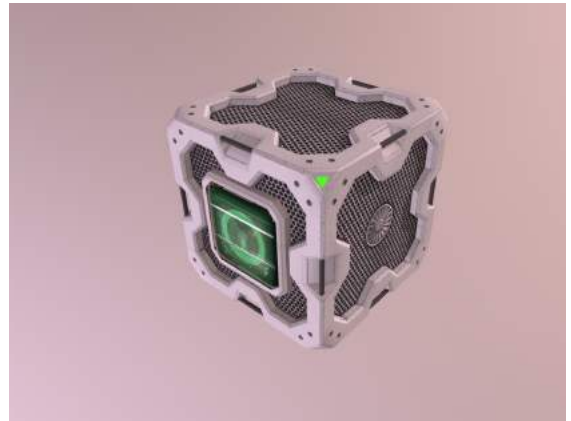
ALIEN HAMSTER / Dec 2018
University for the Creative Arts / UK

Gyroscope-controlled mobile puzzle game about an alien hamster that crashed onto Earth.



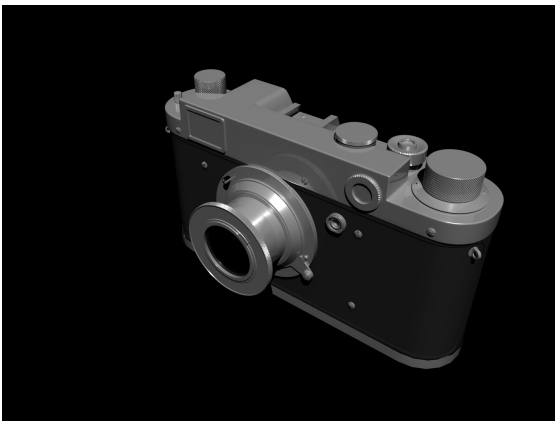
WIZARD ARENA VR / WIP
University for the Creative Arts / UK

VR dueling game with voice recognition where two wizarвы fight to the death on the arena.



PROGRAMMING BLOCK / 2017
University for the Creative Arts / UK

A mod for a game Space Engineers and designs for the Steam Workshop page



SOVIET CAMERA / 2018
University for the Creative Arts / UK

A model of an old soviet camera.



MAHJOING VILLAGE / 2018
Freelance / Russia

Illustrations for the level-selection screens of a mobile game