

# Curriculum Vitae

Nikolaos G. Gizelis

<b><u>Personal Details:</u></b>	Home Address: 222 Thisseos Av., 17675, Athens, Greece Telephone: +302109412215 Date of Birth: June 25 <sup>th</sup> , 1970 Place of Birth: Piraeus, Greece Status: Single Health: Excellent Others: Non Smoker Full, Clean Driving Licence Email: <a href="mailto:nickogi@yahoo.co.uk">nickogi@yahoo.co.uk</a> Web Site: <a href="http://www.noisyknuckles.com">www.noisyknuckles.com</a>
<b><u>Objective:</u></b>	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

- I did modelling and UV unwrapping work for VFX/CG production studio Vattica ([www.vattica.com](http://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](http://www.dslcube.gr)) of Vivodi Telecom S.A. ([www.vivodi.gr](http://www.vivodi.gr))

March 2001 – Present

### **Foundation of the Hellenic World, Athens, Greece**

3d modeler and animator at the 3d Department

Output:

- 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	<b>Omnitek Ltd. Autodesk Authorized Training Centre, Athens, Greece</b> 3d modeler and animator (part time) Output: - 3d content for a promotional video of the Centre
May 1997 – Dec. 98	<b>Nationale Nederlanden (I.N.G.), Athens, Greece</b> Banking and insurance broker (part time)
March 1998 – Aug. 1998	<b>"Athineon" Private Institution of Vocational Education, Athens, Greece</b> Assistant tutor on 3DS Max course (part time)
Jan. 1998 – July 1998	<b>Multinox Ltd. Steel Construction Company, Athens, Greece</b> 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	<b>University of Teesside, UK</b> MA Computer Animation
Sept. 1998 – Dec. 1998	<b>Omnitek Ltd. Autodesk Authorized Training Centre, Athens, Greece</b> Educational course oriented towards the creative use of 3D Studio MAX
1990 - 1999	<b>Technological Educational Institute (T.E.I.) of Piraeus, Greece</b> BEng Mechanical Engineering (In the meantime, my military duty was accomplished and I also worked as a part time employee)
Sept. 1989 – Dec. 1989	<b>University of Patra, Greece</b> 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**  
  
Avid Softimage|XSI  
AutoDesk Maya

Pixologic ZBrush  
SkyMatter Mudbox  
Bodypaint 3D  
Curious Labs Poser  
Unfold 3D

**2D**

Adobe Photoshop

**Compositing**

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

**Sound Editing**

Steinberg WaveLab

**Others**

Microsoft Word