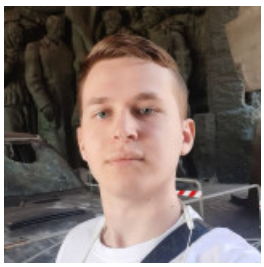
Лозовий Олександр



3D ДИЗАЙНЕР, 30 000 ГРН.

19 жовтня 2025 Місто: Харків

Готовий до відряджень: Київ

Вік: 24 роки
Режим роботи: повний робочий день, віддалена робота, часткова зайнятість
Категорії: IT, WEB фахівці, Дизайн, творчість

Увійдіть або зареєструйтеся на сайті як роботодавець, щоб бачити контактну інформацію.

Досвід роботи

3D Artist / Animator

MSToons, (Filmmaking), Харків
01.2025 – 10.2025 (8 місяців)

Обов'язки:

3D Character Creation and Development;

Character Texturing & UV Mapping;

Character and Object Rigging;

Environment and Asset Creation for Animation;

Lighting Design Tailored to Project Requirements;

Character and Object Animation;

Animation Rendering;

Post-Production and Animation Compositing.

3D Artist

DreamDrop Games (Game Development), Харків
12.2024 – 03.2025 (2 місяці)

Обов'язки:

I have made character and NPC animations, using Blender 3D software for further use in the Unity game engine;

I have edited,fixed and adjusted models for animation movements for further use in the Unity game engine, using Blender 3D software;

I have created RIGs / Skeletal Meshes for characters and NPCs, using Blender 3D software;

I have skinned character and NPC skeletal meshes to geometry meshes for more realistic and correct movement for 3D animation creation, using Blender 3D software;

I have communicated with 3D modeller and animator teams, to ensure rigged characters met project’s and quality requirements;

I have corrected, fixed and adjusted character and NPC animations, based on feedback provided by the 3D modeller and animator teams;

I have exported character and NPC animations to the Unity game engine, using Blender 3D software.

3D Visualizer

Univermag Osvity (3D Printing), Київ

04.2024 – 09.2024 (5 місяців)

Обов'язки:

I have created 3D models for educational facilities that were printed on 3D printers, using Blender.

I have created 3D models based on different topics and projects: Biology (3D models of organs, joints, cells, etc); Geography (3D models of mountains, globes, etc); 3D models for school safety classes.

I have provided ready-to-print, size-calibrated models using Autodesk Netfabb.

I have edited, optimized, retopologized and remodeled already existing 3D models that were not met by project needs or by quality standards.

I have photographed, searched and imported needed references for each 3D model into 3D modeling software to provide as much accuracy and detail as possible.

I have worked closely with the Higher Management and 3D Printing department to ensure printed models were made by given quality standards and project needs.

I have created highly detailed, high resolution renders to showcase completed 3D models to the Higher Management and 3D Printing department.

I have created professional lighting in a 3D environment to ensure that any 3D model would be presented accordingly.

3D Animator

Rooster Time (Animation), Харків

02.2022 – 02.2024 (2 роки)

Обов'язки:

I have created character animations and videos, audio mixing and previews.

I have created environments as well as lighting for it.

I have created animations based on video and audio references.

I have created animations based on popular video game franchises (Five Nights at Freddy’s, Poppy Playtime, Garten).

3D Artist

Freelance (Design), Харків

01.2020 – 02.2024 (4 роки 1 місяць)

Обов'язки:

I have created High-poly and Low-poly models (by references and without using any references).

I have done object animations and character animations. As well as creating RIGs for objects and characters.

I have created PBR materials and textures (2K / 4K) for models, with previously created UV maps.

I have created optimized 3D models for game-dev projects.

I have created model showcase scenes, complex environment scenes (with lighting) and high quality renders of them.

Освіта

Харківський національний університет радіоелектроніки (Харків)

Спеціальність: Комп'ютерні науки

повна вища, 10.2023 – 07.2025 (1 рік 9 місяців)

Харківський національний університет радіоелектроніки (Харків)

Спеціальність: Комп'ютерні науки

незакінчена вища, 09.2019 – 07.2023 (3 роки 9 місяців)

Додаткова освіта

• Creating graphic models and Animation (KNURE), 2021
• 3D Modeling and Animation (KNURE), 2021
• Anatomy for 3D Artists (Artcraft), 2024
• Professional Course 3D Graphics (Autodesk), 2020

Знання мов

Англійська - Високий рівень (вільно), Українська - Високий рівень (вільно)

Додаткова інформація

Знання комп'ютера, програм: Blender; Autodesk Maya; Substance Painter; Sculpting; Modeling; Hard Surface; High-poly; Middle-Poly; Low-poly; Topology; Retopology; Visualization; Animation; Anatomy; Character Animation; Object Animation; Lighting; Rendering; Rigging; Skinning; Environment; UV Mapping; Texturing; PBR materials; UX/UI Design (Mobile, Desktop); Adobe Photoshop; Adobe Illustrator; Figma;
Особисті якості, хобі, захоплення, навички: Communicative; Responsible; Result-oriented; Self-educational; Fast-learning; Structuring project that being is worked on;