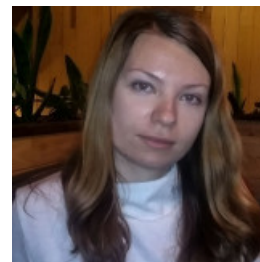


Косей Оксана

3D ARTIST

🔄 1 апреля
2024

📍 Город: [Киев](#)



Возраст: 36 лет

Режим работы: полный рабочий день, удаленная работа, частичная занятость

Категории: IT, WEB специалисты, Дизайн, творчество

✓ Состою в браке ✓ Есть дети

[Войдите](#) или [зарегистрируйтесь](#) на сайте как работодатель, чтобы видеть контактную информацию.

Опыт работы

3D artist

Mia Gaming Limited (Game Meta Life), Киев

08.2021 – По настоящее время (3 года 7 месяцев)

Обязанности:

About the project: Game Meta Life (apps.apple.com/app/id6446115798)

Tools and Technologies: Unity, 3ds Max, Zbrush, Substance Painter, Adobe Photoshop, 3D Coat, Sourcetree, Jira Software

Responsibilities:

- Creation of game 3D models HP and LP (props, buildings, characters, nature);
- Development and modeling of the island and the city terrain;
- The HP models retopology;
- Maps baking;
- The terrain and the models texturing;
- 3D models Lods and collider creation;
- Loading and configuring of models in the Unity;
- The prefabs creation in Unity;
- Landscape design and models placement in Unity.

3D artist

Computer Graphic Studio CGEAS (Unity game project), Киев

02.2021 – 08.2021 (6 месяцев)

Обязанности:

Tools and Technologies: 3ds Max, Zbrush, Substance Painter, Marmoset Toolbag, Adobe Photoshop, Unity.

Responsibilities:

- Low poly and high poly furniture and decor assets modeling for Unity game project;
- Retopology;
- Maps baking;
- Texturing;
- Icons rendering.

3D artist

CG Trader (Freelance projects), Киев
06.2020 – 08.2020 (2 месяца)

Обязанности:

Tools and Technologies: 3ds Max, Zbrush, Substance Painter, Marmoset Toolbag, Adobe Photoshop.

Responsibilities:

- Low poly and high poly furniture assets modeling;
- Retopology;
- Maps baking;
- Texturing.

3D artist

Freelance (Freelance), Киев
01.2015 – 08.2020 (5 лет 7 месяцев)

Обязанности:

Tools and Technologies: 3ds Max, Blender, Zbrush, Substance Painter, Marmoset Toolbag, Adobe Photoshop.

Responsibilities:

- Take part in a small Unity Android game project for children;
- Stylized characters sculpting in Zbrush and its retopology in 3D Coat for the game;
- Furniture assets creating for the Unity games;
- Take part in Unity game projects (3D modeling and animation assets creating in Blender and its integrating into Unity);
- Creating furniture, clothing, exteriors, food, decor etc.

Образование

ГState University of Finance and International Trade (Киев)

Специальность: International Relations Faculty, specialty: international law
полное высшее, 09.2010 – 06.2012 (1 год 9 месяцев)

National Aviation University (Киев)

Специальность: International Economic Relations Faculty, specialty: International Economic Relations
полное высшее, 09.2005 – 06.2010 (4 года 9 месяцев)

Дополнительное образование

- 3D animation in Maya (ArtClub)
- 3D Pro. Game environment pipelines. ArtCraft CG School

Знание языков

Английский - Продвинутый (свободно)
Дополнительно: Upper Intermediate

Дополнительная информация

Знание компьютера, программ: Professional skills: 3D modeling programs knowledge: 3ds Max, Zbrush Additional programs: Adobe Photoshop, Substance Painter, Marmoset Toolbag, 3D Coat 2D and 3D games development software: Unity Languages knowledge: English (Upper intermediate level)

Личные качества, хобби, увлечения, навыки: