

# Косей Оксана

## 3D ARTIST

🔄 1 апреля  
2024

📍 Город: [Киев](#)



Возраст: 37 лет

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

Категории: IT, WEB специалисты, Дизайн, творчество

✓ Состою в браке    ✓ Есть дети

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### Опыт работы

#### 3D artist

Mia Gaming Limited (Game Meta Life), Киев

08.2021 – По настоящее время (4 года 6 месяцев)

#### Обязанности:

**About the project:** Game Meta Life ([apps.apple.com/app/id6446115798](https://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: