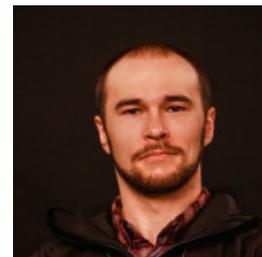


Solopenko Viktor

3D ARTIST

🔄 6 февраля
2021

📍 Город: [Киев](#)



Возраст: 31 год

Режим работы: полный рабочий день, удаленная работа

Категории: IT, WEB специалисты

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

Опыт работы

3D Graphic Artist

OST 211 (Game Development), Киев

03.2020 – 01.2021 (10 месяцев)

Обязанности:

- Creating characters & weapons based on the concept arts
- Crafting equipment assets based on the references
- References research & selection for the future modeling
- Upgrading existing assets to meet the unique needs of the game project
- Building scenes for the promotional videos, banners & load screens
- Setting up animation & rig for the characters
- Brainstorming game development ideas with the game designer
- Cooperating with level designers and developers to enhance game locations
- Constructing unique sceneries for loading screens per each location

✓ Есть рекомендации с данного места работы

3D Graphic Artist

REDPIX Production (Game Development), Киев

10.2019 – 02.2020 (4 месяца)

Обязанности:

- Crafting 3D environment objects & characters for casual games based on the concept arts
- Creating physically based rendering (PBR) textures for the 3D models
- Renovating game locations for seasonal holidays
- Cooperating with the graphic artists' team on the concepts refining

✓ Есть рекомендации с данного места работы

3D Graphic Designer

306 Creative Communication Agency (Advertising), Киев

08.2018 – 10.2019 (1 год 1 месяц)

Обязанности:

- Creating 3D product visuals of the medical products for promotional banners and leaflets
- Producing layouts for product placement at the offline stores

Образование

National Technical University of Ukraine (Киев)

Специальность: Biomedical Engineering

неоконченное высшее, 09.2011 – 07.2016 (4 года 9 месяцев)

Дополнительное образование

- Workshop “Game design basics”, Skillbox
- Workshop “Game Development on Unity”, Skillbox
- Workshop “3D-characters via ZBrush”, ArtCraft
- Hard Surface Modeling In Blender”, Aidy Burrows & Gleb Alexandrov
- 3D Graphics for Gaming, ArtCraf

Знание языков

Английский - Средний, Украинский - Профессиональный (эксперт), Русский - Профессиональный (эксперт)