

3D ARTIST

🔄 12 августа
2023

📍 Город: [Харьков](#)

Возраст: 32 года

Режим работы: полный рабочий день, свободный график работы, удаленная работа

Категории: IT, WEB специалисты, Дизайн, творчество, Строительство, архитектура

Опыт работы

3D artist/Lvl designer

Название компании скрыто (IT, Game development), Харьков

06.2022 – По настоящее время (3 года 9 месяцев)

Обязанности:

- Sculpting;
- Repotology;
- Bake textures;
- Unwrap, texture mapping;
- Create materials;
- Create locations for indie games;
- Finalizing the location in the game engine;
- Basic rigging/skinning;
- Basic animation.

Graphic designer

L-System (4P/Assistant) (Commerce), Харьков

05.2019 – 11.2019 (6 месяцев)

Обязанности:

- Web-banners development;
- Product design, packaging;
- Creation of promotional materials (leaflets, business cards, booklets, stickers);
- Prepress;
- Design and 3D-visualization of retail equipment and exhibition areas.

Graphic designer/3D-visualizer

Ranok-Creative (Commerce), Харьков

07.2017 – 05.2019 (1 год 10 месяцев)

Обязанности:

- Design of graphic products, packaging;
- Prepress;

- Creation of drawings, layouts for die cuts, die cutting stamps;
- Redesign and alteration of existing products;
- Participation in the development of mechanics and rules of board games.

Lead Graphic designer

Budmen Inter (Commerce), Харьков

11.2016 – 02.2017 (3 месяца)

Обязанности:

- Creation, printing and lamination of price tags, graphic materials;
- Development and visualization of trade equipment;
- Development of layouts of advertising materials (leaflets, banners, advertising posters);
- Prepress preparation;
- Distribution of tasks among junior designers.

3D artist/visualizer, architect assistant, graphic designer

Freelance (Architecture), Харьков

07.2016 – 02.2022 (5 лет 7 месяцев)

Обязанности:

- Development of drawings;
- 3D-visualizations and other graphic materials for architectural projects;
- Graphic design.

Образование

KSTUCA (ХНУБА, ХНУСА) (Харьков)

Специальность: Faculty of Architecture, Department of Innovative Technologies of Design and Architectural Environment (ITDAE)

полное высшее, 09.2010 – 06.2017 (6 лет 9 месяцев)

Дополнительное образование

- Academy «IT Step» KhB, Direction — Computer Design

Знание языков

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

Дополнительная информация

Знание компьютера, программ: • Autodesk 3ds Max; • Chaos Group V-Ray / Corona Renderer; • Adobe Photoshop / Illustrator / InDesign; • Adobe Substance 3D Painter; • CorelDRAW Graphics Suite; • Pixologic ZBrush; • Graphicsoft ArchiCAD; • TopoGun; • Marvelous Designer; • UVLayout; • SpeedTree.

Личные качества, хобби, увлечения, навыки: • Responsibility; • Resistance to stress; • Preciseness; • Sociability.

Цель поиска работы, пожелания к месту работы: I've been involved graphics since 2010, following trends in different areas of design, architecture and game development, specially mobile games. I am constantly improving my skills, studying different sources of information, software and working me