

3D Artist, Props & Game Assets

Email Telegram Portfolio

PROFILE

I worked as an Art Director in the in-house architectural visualization team at PSK Dom Development. I led a team of specialists and was responsible for project quality, employee development, and production workflow optimization.

I am currently focused on game asset creation and aim to transition fully into game development. I have practical knowledge of the complete asset pipeline, including modeling, UV unwrapping, baking, PBR texturing, asset preparation, and integration into Unreal Engine 5. I apply these skills while developing my own game.

I have been working in 3D since 2019. I started in motion design and 3D video production, then moved into architectural visualization and progressed from a visualization artist to Head of Department.

I am particularly interested in creating realistic weapons, props, and environment assets. I am also open to other asset types and visual styles, comfortable working from concepts and technical briefs, and able to follow an established team pipeline. I am open to remote work and international relocation.

EXPERIENCE

2024 - Present

Freelance

Architectural Visualization Artist

I work on architectural visualization projects, communicate with clients, plan schedules, and take responsibility for final delivery.

In parallel, I develop my own game project by creating models, materials, and environments, preparing assets, and assembling scenes in Unreal Engine 5.

- Creating architectural visualizations and 3D scenes
- Modeling objects and environments
- Setting up materials, lighting, and composition
- Creating game-ready models and textures
- Preparing and importing assets into Unreal Engine 5

2022 - 2024

PSK Dom Development

Art Director and Head of Architectural Visualization

I developed and managed the in-house architectural visualization team. I was responsible for project quality, department organization, specialist training, and the development of the production pipeline.

- Developed the team and participated in hiring and onboarding new specialists
- Assigned tasks and monitored project schedules and quality
- Reviewed work and helped resolve artistic and technical challenges
- Trained employees and supported their professional development
- Created guidelines, instructions, training materials, and internal documentation
- Developed a grading and professional growth system for team members
- Supported the team both technically and organizationally
- Optimized the architectural visualization production process
- Introduced new tools to improve production speed and quality
- Integrated Unreal Engine into the workflow for architectural cinematics
- Established unified production standards and took responsibility for the team's final output

EXPERIENCE

2021 - 2022

PSK Dom Development

Architectural Visualization Artist

I created architectural visualizations as part of the in-house team of a property development company.

- Building and configuring architectural 3D scenes
- Modeling and refining environment assets
- Creating and setting up materials
- Setting up lighting and composition
- Preparing final visualizations
- Image post-processing
- Implementing revisions based on feedback
- Contributing to the visual quality of projects

2019 - 2020

Content Servis

Motion Designer

I created 3D videos, animated materials, and design layouts for social media.

- Developed and produced 3D videos
- Created graphic and animated materials
- Prepared design layouts for social media
- Adapted content for different formats and platforms
- Worked with composition, animation, and visual presentation

PROJECTS

Personal Game Project

I am developing my own game in Unreal Engine 5. Through this project, I am learning the complete game asset production pipeline and studying game development through practical work.

- Modeling game props and environment assets
- Creating high-poly and low-poly models
- UV unwrapping
- Texture baking
- PBR texturing
- Creating and setting up materials
- Preparing models for import
- Integrating assets into Unreal Engine 5
- Setting up collisions
- Assembling game scenes
- Setting up lighting
- Developing the project's visual style
- Creating gameplay systems and logic with Blueprints

TOOLS

Blender B· Substance 3D Painter B· Unreal Engine 5 B· Photoshop B· After Effects B· 3ds Max B· Corona Renderer B· Figma