

Skills:

- 3D modeling and generating maps from high to low resolution meshes
- Understanding of optimal polygon layout (topology) and distribution
- Textures and shader maps creation (PBR)
- Working with Concept Art and references
- Ability to work in a team, as well as independently

Software:

- MODO (primary asset creation tool)
- Autodesk 3ds Max
- Allegorithmic Substance
- Adobe Photoshop
- Quixel Zbrush (basics)
- ChromEd 6
- P4V

Experience:

- 3D Artist**, Techland 2013-present

Developing and skinning weaponry and environmental assets for **Dying Light**
- Freelance 3D Artist**, Neocore Games 2013-2014

Creating complete weaponry assets for The Incredible **Adventures of Vah Helsing I and II**
- 3D Artist**, D1&MTG (Virtual Worlds group) 2007-present

Developing models, textures and animations along with a group of artists in Second Life environment

Interests and Hobbies:

- IPSC/IDPA Shooting
- Firearm engineering and design
- Guitars