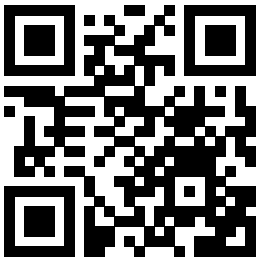


Artem Armashov — 3D Character Artist



📍 Middle
📍 Georgia, Batumi
💰 1 700 - 2 200 USD/MONTH
📅 Полная занятость
☁️ Удаленная работа
➔ Релокация
✉️ Контакт: geeklink.io/cv-101637



Навыки

3D-Coat, Blender, handpaint, handpainted textures, PhotoShop, sculpting, semi-realistic, stylized.

Опыт работы

• Glera Games

Nov 2021 - Oct 2023 - Middle 3D Artist

At the "Road Trip" project my main functions were:

- Creation of hand-painted 3D-characters based on concept art with portrait likeness and according to the style of the game (full pipeline from sculpting to hand-painting)
- Monitoring the quality of character meshes and making the necessary modifications
- Optimizing existing characters to ensure they were in line with the updated graphic style
- Modeling and rendering blank props for 2D artists to use as a base for their painting
- Writing guides for efficient reuse of textured character parts in the creation of new ones
- Rigging and weight painting, basic animations

• Friday's Games

Mar 2018- Oct 2019 - Narrative Designer

At the "Farmscapes" project my main functions were:

- Writing loglines and synopses for game locations.
- Directing stages through coding character behaviors, camera movements, and weather/prop actions using a script editor
- Developing characters by crafting their backstories and providing technical briefs for 2D and 3D artists
- Writing dialogues
- Proofreading and editing dialogues

Additional functions:

- Match-3 chips design development
- Game mechanics development and testing
- Modeling and rendering of props for painting by 2D artists

Образование

• Advertising Specialist

Altai State University
2002-2007

Обо мне

I'm focused on stylized hand-painted characters and props. I have 3+ years of experience as a 3D Artist in big teams and also as a freelancer. I pay much attention to details and have a sharp eye for what can be improved.

https://www.artstation.com/artem_armashov