

## **PROFILE**

I am a passionate, fast-learning and detail-oriented 3d Artist with over 8 years of commercial experience in art directing and creating 3d models and visualizations for the architecture, real estate and product design industries.

## **SKILLS**

### **Visualization**

- 3d modeling based on CAD drawings, sketches or photography  
incl. optimization for game engines
- Texturing , UV Mapping, texture baking
- PBR Workflow
- Composition, shading and lighting based on photography or briefing
- Post-production and retouching
- Art direction and styling
- Interior design and problem-solving for complex layouts
- Troubleshooting technical issues
- Basic 3d sculpting including VR sculpting
- Basic procedural modeling
- Basic rigging and animation
- Basic photogrammetry

### **Software**

- 3d Modeling: 3Ds Max, Rhino, Marvelous Designer
- Rendering: Corona, V-Ray, Octane (basic)
- Texturing/PBR: Quixel, Substance, RizomUV, Dabarti Capture
- Postproduction and Layout: Photoshop, InDesign
- Interactive and VR: Unreal Engine
- CAD and Procedural: AutoCad, Rhino, Houdini
- 3d sculpting: 3D Coat, Gravity Sketch, Adobe Medium

### **Languages**

English (fluent), German (B2), Russian (native)

## **EDUCATION**

### **Master of Architecture (M. Arch)**

Hochschule Anhalt - Dessau International Architecture; October 2016 - October 2018

### **MArchI, Diploma in Architecture**

Moscow Architectural Institute; September 2005 - July 2011

### **Unreal Engine Online Course (ongoing)**

State of Art Academy; March 2021 - present

## **EXPERIENCE**

### **3d Artist, ZiegertEverEstate**

*Berlin, DE – February 2020 - current*

- Interior design and styling based on the user type and personas.
- Independent creation of 3d interior and exterior visualizations.
- Responsible for modeling, texturing, environment creation, rendering and post-production.
- Contribute to planning, breaking down complex projects, optimizing processes.
- Provide technical advice and expertise to management throughout setup of a new in-house 3d team.

### **3d Artist, Freelance**

*January 2015 - current*

- Design and execute complex 3d visualizations from sketches, reference images and/or technical drawings (CAD), often in short time frames.
- Fully developed building and product models, natural environment, existing landscapes and lighting, allowing for flexibility and minimal post-production.
- Contribution to large-scale project pipelines, including 3d modeling and optimization of the assets for realtime and VR.

### **3d Artist, CADMAN Berlin**

*Berlin, DE – October 2018 - September 2019*

- Full responsibility for the development of exterior and interior architectural images from early modeling stages through post-production.
- Contribute to animations and VR tours for real estate marketing.

### **Senior Architecture Visualization Artist, SPEECH Architecture Office**

*Moscow, RU – October 2012 - January 2016*

- Managed large-scale projects within the visualization department and led team in the creation of cohesive sets of images.

### **Tutor, Softculture**

*Moscow, RU – January 2016 - October 2016*

- Developed curriculum and co-taught week-long courses titled “Photoshop - Visualization vs. Collage” within an education project teaching digital tools to architecture students and young architects.
- This course has remained popular and is still taught to this day, taken on by new instructors.

## **WORKSHOPS**

- 2021 Houdini Masterclass with JA ZA , Creating abstract 3d composition, Bang Bang Education
- 2019 Mastering Exterior Lighting, Santi Sanches
- 2017 No-Image Workshop, TU Berlin
- 2015 Mastering V-Ray, Grant Warwick