PAVEL VESNIN

SENIOR 3D ARTIST

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SUMMARY

Senior 3D Artist with 15+ years in the game industry. Experienced in real-time asset creation, tool development, and pipeline optimization. Contributed to multiple shipped titles across platforms, from stylized to realistic styles. Combines strong artistic vision with deep technical expertise.

WORK EXPERIENCE

PAVEL VESNIN'S ARTEL. 3D Artist and Technical Artist
Oct 2023 - Present

- Set up a full 3D production pipeline from scratch, including task management and asset reviews.
- Created a full asset pack (props, modular kits) from concept to game-ready models
- Created assets and concept art using AI tools.
- [**Blender, Python**] Optimization of work processes. Development of tools that reduced asset preparation time by 30–50%.
- [**Blender, Maya, Substance Painter, Marmoset, RizomUV**] Created over 100 game-ready 3D assets, including props, modular elements, and vehicles. Responsible for modeling, baking maps, PBR texturing, and rigging for specific assets (e.g., vehicles).

MY.GAMES. Senior 3D Artist (freelance)
Jan 2024 - Apr 2024

- [**Blender, Substance Painter**] Created 3D characters game-ready. Baked, rigged and textured.
- [**Zbrush**] Sculpted the characters and props for them.

CODERAPTOR. Senior 3D Artist (freelance)
June 2023 - Oct 2023

- [**Unreal Engine 5**] Contributed to basic level design and arena blockouts. Set up lighting and integrated pre-made assets into the environment.
- [**Blender, Substance Painter, Marmoset, RizomUV**] Created game-ready 3D assets including **props** for arenas, modular elements, and **stylized characters (roosters)**. Modeled, baked maps and textured.
- [**Zbrush**] Sculpted the characters and props for them.

PLAYRIX. Technical Artist
Oct 2021 - Jan 2023

- [**Python, MaxScript**] Developed scripts for artists in Blender (Python) and 3D Max (MaxScript).
- [**Blender, 3DsMax, Maya**] Optimized and checked the 3D assets. Prepared models for import into game engines. Conducted research on clothing simulations in Maya for the internal engine and other related topics.
- [**Unity, Internal Engine**] Exported assets and characters. Set up scenes and lights. Resolved issues with characters models and rigs. Checked and tested tools created by programmers.
- Wrote and maintained **technical documentation** for artists.

PLAYRIX. Senior 3D Artist (Environment)
July 2021 - Oct 2021

- [**Blender, Maya, Substance Painter**] Created hipoly and lowpoly 3D assets game-ready. Baked maps.

FREELANCE. 3D Artist (Environment/Characters)
Jan 2020 - July 2021

- [**Blender, 3DsMax, Substance Painter**] Created hipoly and lowpoly 3D assets game-ready. Baked maps and textured.
- [**Blender, Zbrush, Substance Painter**] Created 3D characters game-ready. Baked, rigged and textured

ALAWAR. Senior 3D Artist (Characters/Props)
Aug 2018 - Jan 2020

- [**3DsMax, Zbrush, Substance Painter**] Created game-ready 3D characters by sculpting, modeling, baking, rigging, and texturing them. Additionally, set up the skeleton and rig for import into Unreal Engine 4.
- [**3DsMax, Substance Painter**] Created 3D assets game-ready. Sculpted, modeled, baked and textured.
- [**Unreal Engine 4**] Imported assets and characters, set up skeletons for characters, and performed retargeting.
- Also helped to **organize the workflows** and 3d pipline of the art department at the initial stage of the project.

GOBLINZ. 3D Generalist (Environment)
Jan 2016 - Aug 2018

- [**3DsMax, Vray**] Created scenes and props for the projects. Sculpted, modeled, rendered, animated and textured.
- [**3DsMax, Substance Painter, Unity**] Made, prepared and exported some models in Unity.

FREELANCE. 3D Generalist
Jan 2014 - Jan 2016

- **[3DsMax, Vray, Zbrush]** Created hipoly and lowpoly 3D assets game-ready. Baked maps and textured.

ALAWAR. Lead Artist on the Project
Jan 2013 - Nov 2013

- Created and maintained the project's visual style to ensure consistent artistic quality.
- **Managed** and led a team of artists, coordinating tasks and fostering collaboration.

ALAWAR. Lead 3d Artist
Sep 2011 - Jan 2013

- Created 3D assets game-ready.
- **Managed** and led a team of 3d artists, coordinating tasks.
- Performed quality control of 3D content, provided feedback to artists, and ensured assets met technical and visual standards.
- Researched and tested new features to improve workflows and expand project capabilities.

ALAWAR. 3d Artist
Aug 2010 - Sep 2011

- Created 3D assets game-ready. Sculpted, modeled, baked, textured and animated.

SHIPPED PROJECTS

- Rush Arena *(MyGames)*
- Rooster Fights *(Coderaptor)*
- Watchers *(Alawar)*
- True Fear: Forsaken Souls Part 2, 3 *(Goblinz)*

SKILLS

- **Modeling** (Lowpoly, Hipoly, SubDiv) both **hardsurface** and **organic** assets
- Preparing models for game engines (**Retopology, UV unwrapping, baking maps**)
- Proficient in **digital sculpting** with knowledge of anatomy
- Advanced knowledge of **PBR texturing** workflows
- Capable of setting up simple **rigging** for 3D models
- Creating **shaders and tools** at a basic level
- **Leading a team** of 3D artists
- Experience with version control systems (Git)
- Strong **problem-solving** skills and attention to detail
- Knowledge of **AI-assisted tools** for asset creation and concept art

TOOLS

Blender	RizomUV	Unreal Engine 5
3DsMax	Photoshop	Unity
Maya	Substance Painter	Python
Zbrush	Substance Designer	Git
Marmoset Toolbag	3D Coat	

LANGUAGES

- Russian (Native)
- English (B1)
- Español (A1)