

PAVEL VESNIN

SENIOR 3D ARTIST

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WORK EXPERIENCE

PAVEL VESNIN'S ARTEL. Owner

Oct 2023 - Present

- Organization of work processes and management. Compilation of technical tasks for artists.
- Generation of assets and concept art for them.
- [Blender, Python] Optimization of work processes. Development of tools
- [Blender, Maya, Substance Painter, Marmoset, RizomUV] Creation of 3d assets game-ready. Baked maps and textured. Rigging for some assets such as a vehicle.

CODERAPTOR. Senior 3d Artist

June 2023 - Sep 2023

- [Unreal Engine 5] Involved in simple level design and arena blockouts in the engine. Set lighting and integrated ready-made assets
- [Blender, Substance Painter, Marmoset, RizomUV] Created 3d assets game-ready such as **Props** for the arenas and the characters, **Modular assets, Characters(Roosters)** . Baked maps and textured.
- [Zbrush] Sculpted the characters and props for them.

PLAYRIX. Technical Artist

Oct 2021 - Jan 2023

- [Python, MaxScript] Made scripts for artists into 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** 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 into 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

Aug 2010 - Nov 2013

- Created and maintained the visual style for the project.
- **Managed** a team of artists.

SKILLS

- Preparing models for game engines (Retopology, UVW unwrapping, baking maps)
- Proficient in digital sculpting with knowledge of anatomy
- Modeling both hard surface and organic assets
- Capable of setting up simple rigging for 3d models
- Creating shaders and tools at a basic level
- Leading a team of 3d artists

TOOLS

Blender

3dsMax

Maya

Zbrush

Marmoset Toolbag

Photoshop

Substance Painter

Substance Designer

3d coat

Python

Unreal Engine 4

Unity (C#)

Git

RizomUV

LANGUAGES

- Russian (Native), English (B1), Spanish (A1)