

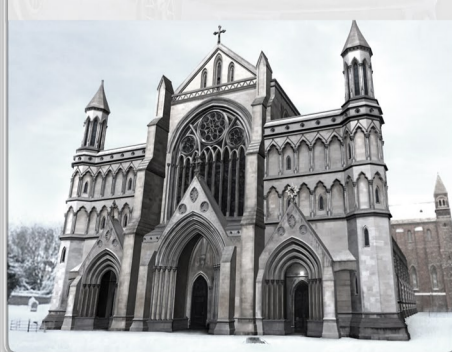
VLADISLAV GEORGIEV

3D CHARACTER AND HARD SURFACE ARTIST

portfolio : <http://vladivpg.wix.com/vladi3d>

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SOFTWARE SKILLS

MAIN TOOLS:

- Maya
- ZBrush
- Photoshop
- 3D Coat
- Knald
- Quixel Suite
- x Normal
- UV Layout

RENDERING:

- KeyShot
- Marmoset Toolbag
- Mental Ray
- V-Ray
- Game Engines

CAD:

- Inventor
- Rhino



CG SKILLS

- 3D organic modelling
- 3D hard surface modelling
- Digital sculpting
- 2D character/environment design
- UV unwrapping, Texturing
- 3D Lighting & Rendering
- Rigging & base Animation
- Digital & traditional sketch

WORK EXPERIENCE

3D Vehicle Artist - SCS Software

May 2016 - ongoing

Project: **American Truck Simulator** (PC)

3D Artist - Bohemia Interactive

December 2013 - April 2016

Project: **Arma III - Apex** (PC)

- creating environment surface textures
- modeling and texturing a vegetation: Grass and Rocks

Project: **Take on Mars** (PC)

- modeling and texturing of characters, vehicles and sci-fi hard surface assets

Project: **Wilderness** (PC)

- modeling and texturing a vegetation: Grass, Trees and Rocks

ABOUT ME

- I have a passion for creating a high quality next gen Game assets and sculpting and rendering for advertisement
- I am creative and self-motivated , with strong art sense
- Determined to create top quality in my work
- I know how to pay close attention to the finest details in my work
- I am determined to continuously develop my artistic and software abilities
- I have a solid understanding of wide range of CG Software
- Traditional Art background
- I'm familiar with different studio lighting techniques, HDRI and 32 bit linear workflows
- Good knowledge of the Design process and production pipeline
- I speak fluent English
- Nationality : Bulgarian
- DOB 07 December 1973

EDUCATION

University of Hertfordshire - Game ART and Digital Animation

LANGUAGES

English
Bulgarian