

Vladislav Georgiev - Senior Vehicles Artist

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Experience

Senior Vehicle Artist - SCS Software (May 2016 - Current)

I've been a vehicle artist throughout the whole time since I work in SCS software. Where I worked on two (internationally recognized) projects: **American Truck Simulator** - background vehicles, **Euro Truck Simulator 2** - trucks, trailers and background vehicles.

3D Artist - Bohemia Interactive (Dec 2013 - May 2016)

In Bohemia Interactive I've mostly been working as an Environment Artist also a little as Props Artist and Texture Artist. Projects: **Arma III** - Environment and surface textures, **Take on Mars** - Props and Character Artist and another project as an Environment Artist but I don't think I am allowed to name the project title as it was not released but relocated to Arma III.

Tools

Main: Maya, Photoshop

Also use (when needed) : Z-brush, Substance Painter, Knald, Quixel Suite, xNormal, KeyShot, various game engines etc.

Skills

3D Modelling (vehicles, hard surface, vegetation, sometimes even characters), Unwrapping, Texturing, Digital Sculpting, base Rigging and base Animation

Base Scripting skills (related to the engine implementation of my models in game)

Digital and Traditional sketching (have a desire to learn/improve my Matte Painting and Concept Art skills :)

Education

Game ART and Digital Animation - University of Hertfordshire (Sept 2010 - Jun 2011)

Languages

Bulgarian my native tongue, I speak that and English fluently. In addition to those I also have a limited understanding of Czech and some other East European languages.