

PAROVOZ | Lead Texture Artist

Texturing | Hand-painted style | Managing texture artists

09/2022 - Present

parovoz.tv

- **Texturing:** created hand-painted, tileable, and hero textures; optimize UVs and maps for stylized pipelines.
- **Tools:** Adobe Creative Suite, Substance Painter, ZBrush, and Autodesk Maya.
- **AI-Driven Content Creation:** Leveraging AI technologies to generate innovative and efficient texturing solutions, including tileable textures, and optimizing texturing processes for enhanced productivity and quality.
- **Lead texture artists:** set the quality bar, run reviews/paint-overs, coordinate hand-offs in ShotGrid.
- **Collaborate with modeling/rigging/lighting** to ensure consistency in lookdev in Maya.
- **Produced:** 10 episodes and 500+ assets (characters, props, environments)

RYBER | Art Director, 2D&3D Lead

Management | Concept art | Control of 2D&3D departments

03/2022 - 09/2022

- **3D department oversight included:** environment & character work (modeling, texturing, shading) for game scenes and promo videos; coordination with motion designers; direction for an NFT robot collection; promo iconography.
- **2D Department oversight included:** character and environment concept art, scene blocking for locations, storyboards for motion graphics, banners and social media illustrations.
- **Additionally:** QC of illustrations and promo materials; close collaboration with design; outsourcing management; hiring/interviews; mentoring via paint-overs and feedback; mentored artists through paint-overs and feedback sessions; onboarded 5+ team members.

PAROVOZ | Texture artist

Texturing | UV | Concept art | 3D Modeling

08/2020 - 09/2022

Project: Kitties & Doggies — TV animated series (ages 2–6) by Parovoz Studio; TEFI-Kids 2021 winner; 88.6M+ YouTube views on the “Carousel” channel.

- Creating of high-quality textures for characters, objects, and environments.
- Unwrapped UVs, optimized texel density and performance for production.
- Professional use of Photoshop, Substance Painter, ZBrush, Autodesk Maya.
- Collaborated with concept artists, modelers, riggers to maintain the show’s look and feel.
- Quality control and adherence to the overall project aesthetics.
- Delivered 100+ episodes and textured 1,300+ assets.

1C GAMES | Texture/concept artist

Texturing | UV | Concept art | Makeup design

09/2018 - 02/2022

Project: Soul Dance Party — online multiplayer social dance game for PC by 1C Game Studios; rich social systems (avatars, housing, outfits) and multiple rhythm modes/battles.

- Engaged in creating high-quality 3D textures and concept design in the gaming industry, with a focus on character clothing and makeup.
- Built fabric/material libraries (denim, leather, sequins, metallics) and variant palettes for rapid outfit iteration.
- Created concept art for various clothing styles, tailored to different locations.
- Worked closely with a team of artists and 3D modelers to ensure the high quality of textures and their integration into the game world.
- Created 300+ makeup looks and fashion texture sets.

Melekhov and Filyurin | Graphic designer

Illustrations | Corporate identity | Concept art | Advertising

11/2016 - 07/2018

m-f.ru

Melekhov & Filyurin — a full-cycle branding group with 30+ years on the market. Full-cycle brand development and identity. Red Apple award recognition.

- Designed logos, corporate identities, and packaging.
- Retouched portrait and product photos for campaigns.
- Developed creative layouts and promo materials that strengthened brand recognition.
- Coordinated advertising photoshoots, ensuring quality and alignment with project objectives.
- Created concepts of brand characters/mascots to enhance identity and engagement.
- Tools: Adobe Creative Suite, CorelDRAW, Cinema 4D.

Appsgayser | Graphic designer

Mobile games development | Visual creation | Icons | Promo illustrations

09/2014 - 07/2015

- Created icons and banners for Google Play.
- Designed UI for mobile games and applications (multi-resolution assets).
- Illustrated promo art and characters, textured 3D models.

Education

Universal University

Faculty of Additional Professional Education: CG - generalist

2018 - 2021

u.university/en

Photoplay

Faculty of Additional Professional Education:

Photographer in Fashion Media

2019

photoplay.ru

NSUADA (Kryachkov Novosibirsk State University)

Faculty of Additional Professional Education: concept art for games

2016

nsuada.ru

NSUADA (Kryachkov Novosibirsk State University)

Faculty of Design and Arts: Bachelors degree in graphic design

2012 - 2016

nsuada.ru

Skills

Adobe Photoshop

Adobe Illustrator

Adobe Premiere Pro

Cinema 4D

Rizom UV

Adobe Lightroom

Zbrush

Autodesk Maya

Substance Painter

Retouch skills

CapCut

Midjourney

Krea.ai

SORA

Kling

Runway

Higgsfield

Other

English: B2

Espanol: A2

Photography

Procreate drawing

Oil painting