KSENIIA KOTLIAROVA - 3D Environment Artist

Hungary — Open to Relocation

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Portfolio: 📕 Portfolio - Kseniia Kotliarova 2025.pdf

I am a 3D Environment Artist focused on creating realistic and immersive game worlds using Unreal Engine 5 and Maya. I work on all parts of environment creation — from blocking out and modeling to texturing, lighting, and optimization. My background in architecture and design helps me build detailed spaces that feel authentic and tell meaningful stories. I am motivated to keep learning and contribute to projects that value realism and atmosphere.

SKILLS

• **Game Engines:** Unreal Engine 5 (Blueprint, Auto Materials, PCG - Procedural Content Generation, RVT - Runtime Virtual Texturing, MPC - Material Parameter Collection, Foliage, Lighting, Optimization, LODs, Post-Processing, Basic Niagara FX)

• **3D Software:** Maya (Modeling, Low Poly, High Poly, Retopology, Optimization, UV Mapping, Texturing, Lighting), ZBrush, Gaea

• **Texturing & Tools:** RizomUV, Substance Painter (Baking maps), Substance Designer, Quixel Mixer, Marmoset Toolbag, Photoshop, Git

• **Languages:** English (Intermediate), Russian (Native), Ukrainian (Advanced)

• **Soft Skills:** Reliable, creative, fast learner, team player, organized, detail-oriented

EXPERIENCE

3D Environment Artist - *Freelance & Personal Projects*

Sep 2023 – Present | Hungary (Remote)

• Build 3D environments from scratch: blocking out, modeling, UV mapping, texturing, lighting, and post-processing.
• Use Unreal Engine 5 tools like Auto Materials, Procedural Content Generation, Runtime Virtual Texturing, Blueprints, and MPC.
• Create special systems like a sky with two suns, moon phases, eclipses, and weather control.
• Work on big scenes, optimize them for performance with Level of Detail (LOD) and lighting.
• Use Maya, ZBrush, Substance Painter, and Designer for modeling and texturing.

Test Technician / Debug Technician

Mar 2019 – Sep 2023 | Lenovo Manufacturing, Hungary

- Tested and fixed hardware issues in servers and computers.
- Helped improve test procedures and tools to reduce errors and problems.
- Managed tasks for a small team of technicians and supported daily operations.

Mid Graphic Designer

2018 – 2019 | Design Studio 'Granat', Ukraine

- Designed visual materials and managed projects from start to finish.
- Worked directly with clients to deliver high-quality designs.

Junior Graphic Designer

2017 – 2018 | Advertising Agency "Lemon", Ukraine

- Created advertising materials like flyers, posters, and business cards.

EDUCATION

CG Generalist V3 - *CG Tarian School*

2024

- Learned modeling, texturing, shading, lighting, VFX, rigging, animation, and compositing.

Bachelor's in Architectural Design - *Moscow University for Industry and Finance "Synergy"*

2019 – 2023

Bachelor's in Graphic Design - *Kremenchuk Mykhailo Ostrohradskyi National University*

2019 – 2023