

Kseniia Kotliarova

Hungary — Open to Relocation

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alfberht@gmail.com

Portfolio: <https://alfberht.artstation.com/>

Skills

Unreal Engine: Blueprint, Auto Materials, RVT (Runtime Virtual Texturing), PCG (Procedural Content Generation), Foliage, MPC (Material Parameter Collections), Optimization, Lighting, Post-Processing and Compositing. Basic FX and Niagara.

Maya: Modeling, Mesh Cleanup, Texturing, Lighting, Rendering, Post-Processing and Compositing. Basic Rigging, Animation, XGen and VFX (Visual Effects).

Other Tools: Substance Painter, Substance Designer, Gaea, Quixel Mixer, Marmoset Toolbag, Photoshop.

Languages: English (B1-B2), Russian (Native), Ukrainian (C1).

Soft Skills: Fast learner, Adopt Quickly, Responsible, Aiming for results, Creative, Friendly.

Experience

Sep 2023 – Present

Independent 3D Environment Artist and Level Design

Focused on advancing skills in Unreal Engine, 3D modeling, texturing, and environment design. Developed game-ready assets, explored advanced techniques like Auto Materials, PCG, RVT, and Niagara.

2019-Sep 2023

Lenovo Manufacturing, Hungary – *Debug Technician / Test Technician*

2018-2019

Design Studio 'Granat', Kremenchuk, Ukraine – *Senior Graphic Design Artist*

2017-2018

Advertising Agency "Lemon", Kremenchuk, Ukraine – *Graphic Designer*

Education

Mar 2024 - Nov 2024

CG Tarian School – *CG Generalist V3*

3D Modeling: Polygonal modeling, NURBS, sculpting. **Texturing & Shading:** Texture creation and material setup. **Lighting & Rendering:** Scene lighting and rendering. **Animation:** Keyframing, rigging, and basic animation. **VFX:** Particle effects, fluids, and smoke. **Post-Processing & Compositing:** Image and scene enhancement.

2019-2023

Moscow University for Industry and Finance "Synergy, Russia" – *Bachelor's degree: Architectural Design*

2019-2023

Kremenchuk Mykhailo Ostrohradskyi National University, Ukraine – *Bachelor's degree: Graphic Design*