

## Kseniia Kotliarova

Hungary — Open to Relocation

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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.

## Projects

- ★ Creating a city, from the idea to the final process in Unreal. 2025
- ★ Creating a solar system in Unreal (blueprint). 2024
- ★ Animation presentation of the project. Motion design in Maya. 2024
- ★ Creating a scene in Maya, refueling. Full process of creating the whole scene. 2024
- ★ Creating environments in Unreal. Lake House. 2024
- ★ Animation scene. Complete creation of everything including skeleton modeling, texturing, rigging, jump out animation, special effects and post process in Maya. 2024
- ★ Honey presentation: second project in Maya. 2024
- ★ Desk scene with creation of all elements in Maya. 2024
- ★ Text animation, simulated water and color flow in Maya. 2024
- ★ Stylized scene with a well in Maya. 2024
- ★ Lightsaber in Maya. 2024
- ★ Ghost Buster in Maya. 2024
- ★ Stylized accessories in Maya. 2024
- ★ Restaurant scene in 3D-Max. 2022
- ★ Arbor scene in 3D-Max. 2021

## 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*

## Awards

- ★ Christmas Mood Award 2023-2024. Golden Duck Gallery. Picture "The Dream"
- ★ Duck's Special Award 2023-2024. Golden Duck Gallery. Picture "Lost World"
- ★ Winner 2023-2024. Golden Duck Gallery. Pictures "Lost World" & "The Dream"
- ★ Certificate Of Artistic Achievement 2023. Luxembourg Art Prize
- ★ 2nd place - Golden Time Talent 2023. Picture "Inner World"
- ★ 3rd place - Golden Time Talent 2023. Picture "Time Limits"
- ★ 3rd place - Golden Time Talent 2023. Picture "Basis"
- ★ 2nd place - Golden Time Talent 2023. Picture "Ambivalence Of Progress"
- ★ Certificate Of Artistic Achievement 2022. Luxembourg Art Prize
- ★ 1st place - Golden Time Talent 2022. Picture "Autumn"
- ★ 2nd place - Golden Time Talent 2022. Picture "The Dream"
- ★ 2nd place - Golden Time Talent 2022. Picture "Lost World"

## In Addition

- ★ Golden Time Talent Festival and exhibition at London 2023
- ★ Published the first part of Ruthe's 492-page book in Russia 2022