KSENIIA KOTLIAROVA

3D Environment Artist | Level Design

Hungary — Open to Relocation
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Portfolio: 📄 Portfolio - Kseniia Kotliarova 2025.pdf

Creative and highly motivated 3D Environment Artist with a strong foundation in Unreal Engine 5 and Maya. Experienced in full environment pipeline—from modeling and UVs to lighting, optimization, and post-processing. Focused on building immersive, game-ready worlds using procedural tools like RVT, PCG, Blueprint.

Technical Skills

Game Engines: Unreal Engine 5 – Blueprint, Auto Materials, RVT, PCG, MPC, Foliage, Lighting, Optimization, Post-Processing, Basic Niagara FX.
3D & VFX Software: ZBrush, Maya – Modeling, UV Mapping, Texturing, Lighting, Rendering. Basic: Rigging, Animation, XGen, VFX.
Texturing & Tools: Substance Painter, Substance Designer, Gaea, Quixel Mixer, Marmoset Toolbag, Photoshop, Git, Linux (basic).
Languages: English – B1–B2, Russian – Native, Ukrainian – C1
Soft Skills: Self-motivated, Reliable, Creative, Quick to Learn, Team-Friendly, Results-Oriented.

Professional Experience

Sep 2023 – Present
Freelance / Independent 3D Environment Artist

• Created full 3D environments from scratch: modeling, UV mapping, PBR texturing, lighting, and post-processing.
• Developed environments using Unreal Engine 5 features: Auto Materials, PCG, RVT, Blueprint, MPC, and Niagara FX.
• Designed auto landscape materials with dynamic water interaction and height control.
• Improved technical pipeline: scene optimization, procedural tools, and Blueprint systems.
• Working on personal and course-based projects (CG Tarian, Udemy, self-learning).

Mar 2019 – Sep 2023
Lenovo Manufacturing, Hungary – Debug Technician / Test Technician
• Performed hardware debugging and quality control testing

2018 – 2019
Design Studio 'Granat', Kremenchuk, Ukraine – Senior Graphic Design Artist
• Created visual concepts and layouts for client projects

2017 – 2018
Advertising Agency "Lemon", Kremenchuk, Ukraine – Graphic Designer
• Designed advertising materials and promotional visuals

Education

Mar 2024 – Nov 2024
CG Tarian School – *CG Generalist V3*
• Modeling, Texturing, Shading, Lighting, VFX, Rigging, Animation, Compositing

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