

DANIIL MELUZOV

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OBJECTIVES

2D/3D Game Artist seeking opportunities to help teams in need of a skilled Artist to help achieve visual representation that is needed and wanted in projects.

EDUCATION

St. Pete College

12/2022 Associate in Arts

USF – University of South Florida (Current)

Expected Graduation 8/2025 Bachelor in Arts

EXPERIENCE

Collab Project | Game Jam 2024

Art Lead | Finished

- Created the Overall visual theme for game
- Responsible for Character design, Environment Design and animations in game.
- Made sure all visual aspects had the right dimension and could easily fit into the game.
- Communicate with programming team and sound team for easily cohesive and figureeasy implementable design.

Freelance Artwork

- Created Multiple art covers for albums and singles

SKILLS

*Adobe Photoshop

*Adobe After Effect

*Zbrush

*Blender

*Unity

*Maya - Basic

*HTML – Basic

*CSS – Basic

*Team Communication

*Leadership