Ivan Shorin

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Portfolio: **https://www.artstation.com/cheeseeater**

EDUCATION

MIREA - Russian Technological University

Bachelor Program «Applied Informatics»   Sep 2019 – Jun 2023

Honors degree of Diploma, theme is «Designing information system for managing tasks in the field of providing services of 3D modelling».

Languages: Russian – native, English – C1, Japanese – N4

TECHNICAL SKILLS

- Blender
- Unreal Engine 5
- Photoshop
- Cascadeur
- Zbrush
- Unity
- Git
- PBR
- Adobe Substance Painter
- Game-ready pipeline
- Rigging and Skinning
- Marmoset

Material status   **Foreign passport**

Single   till 2032

PROFESSIONAL EXPERIENCE

ROE GAMES   Moscow, Russia

Freelance 3D/Level Artist

06/2023 – present

- Create assets of environment blocks of levels from props (islands with buildings and etc.), link: https://play.google.com/store/apps/details?id=com.Roe.PerfectCharge
- Create props for games like «Only up» (railway segments, segments of sewer pipes, checkpoint buildings, and etc.),
 link: https://play.google.com/store/apps/details?id=com.Batiisoft.Up

RTU IT LAB   Moscow, Russia

3D Artist   08/2020 – 05/2023

- Create low poly characters with rig and animations and props for industrial company's scenes for educational simulators. All models were made for unity engine.