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**Ivan Shorin**

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Portfolio: [**https://www.artstation.com/cheeseeater**](%20https://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**

|  |  |  |
| --- | --- | --- |
| * 3D Modelling | * Character Design | * Digital sculpting |
| * Texturing | * Rigging, Skinning | * Animating |
| * Game optimizing | * PBR knowledge | * Sci-fi design |
| * AI prompt writing | * Level constructing | * Task management |

**Software**

|  |  |  |  |
| --- | --- | --- | --- |
| * Blender | * Zbrush | | * Adobe Substance Painter |
| * Unreal Engine 5 | * Unity | | * Photoshop |
| * Adobe Premier Pro | * Git Kraken | | * Cascadeur |
|  | * Marmoset | |  |
| **Material status** | | **Foreign passport** | |
| Single | | Till 2032 | |

**Professional EXPERIENCE**

### **ROEGAME** Moscow, Russia

3D/Level Artist 05/2023 – 10/2023

* I have been creating assets and props for environment of levels, also I was responsible for base visual stylistic of mobile game, it means that I had to choose a color combination for scenes, choose shaders and etc.

Link: <https://play.google.com/store/apps/details?id=com.Roe.PerfectCharge>

* I have been creating props for visually similar to “Only up” project. I have been making simple, but realistic objects and buildings.

Link: https://play.google.com/store/apps/details?id=com.Batiisoft.Up

### **RTU IT LAB** Moscow, Russia

3D Artist 08/2020 – 05/2023

* I have been creating sci-fi props and mechanical objects for a training educational simulator for the company "Grundfos". The simulator is a VR game on Unity, where the player, controlling cyber hand, practices moving products that have arrived at the warehouse.

Link: <https://www.artstation.com/artwork/NyYZJz>

Link: https://www.artstation.com/artwork/RyOR0O

* I have been creating characters for RTU IT Lab's VR game. These models showcase a perfect blend of semi-realistic and stylized visuals, ensuring an immersive experience for the players. Models were rigged with Mixamo’s armature. This project was a stylized VR simulator where the player steps into the shoes of a mechanic. In the game, NPC – Julia provides tasks, and players were tasked with repairing various vehicles.

Link: <https://www.artstation.com/artwork/dKRwde>

* I have been creating mecha, sci-fi models, crafted for a commercial project titled "WalkerBot Simulator", specifically designed for a first-person UE5 game. In the VR simulator, players take control of a cockpit of a robot reminiscent of a walker from “Star Wars” and are tasked with targeting some futuristic adversaries.

Link: <https://www.artstation.com/artwork/w00X8V>

* I have been creating houses and buildings for children's entertainment VR simulator. The player, a child, finds himself in a world stylistically similar to Disney and performs various activities and tasks.

Link: <https://www.artstation.com/artwork/Gem8Pz>

**REcomandations**

### **Ivan Shorin - Yury Chelnokov, Business Partner Manager at Electronic Arts (EA)**

### «Ivan as a freelancer fulfilled several projects for EA related to creating promotional campaign communications, including banners, posters, and 3D graphics. In short, I can highly recommend Ivan as a dedicated and hardworking professional with a strong focus on delivering the best results. He possesses deep knowledge of 3D design and demonstrates a high level of creativity despite his young age (at the time we cooperated, Ivan was around 17 years old). I am confident that Ivan would be a valuable asset to any gaming studio as a 3D artist and will quickly evolve into a highly skilled professional. » - Yury Chelnokov, Business Partner Manager at Electronic Arts (EA)

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