Me

I started modelling in high school, then I used Blender version 2.79, after several years of self-study, I ended up in the VR laboratory at the university, where we divided into development teams to create educational industrial VR simulators,

one of these was a training simulator for Grunfos, a company that manufactures heating equipment.

Also I have experience in creating props and characters for mobile games. I was working in ROE GAMES.

I am enterprising, very interested in creating new types of pipeline for creating game assets, products to achieve the best quality.

(Про преподавание сказать)

From the third year I started teaching courses at the university on introduction to 3D modeling in a blender, this was possible due to the fact that during the implementation of projects for industrial companies I was able to show my competence.

(под управлением ментора мы создавали симуляторы для обучения)

(Managed by a mentor)

(Давно уже решил заниматься 3д дизайном и четко понимаю, что это как смысл жизни)

I have long decided to engage in 3D design and I clearly understand that this is like the meaning of life.

Pipeline

My pipeline consists of creating the **base shape and UVs in Blender**, **texturing the model and baking the textures in Substance painter**, and **sculpting the high poly models in Zbrush**. I also started **studying such software as Plasticity version 1.2**, I watched reviews of this program. I think this is a **good addition to my stack for creating hard surface objects**.

Also, in addition to creating models, **I do animation in Blender** and **learn how to use Cascadeur**.

**As for what you are looking for**, I have knowledge of the PBR pipeline, I generally use it, I use optimization methods for mobile game projects, I understand how technical documentation is written, though the place where I work now uses the Russian standard called ГОСТ. (**IEEE Std’s or ISO/IEC FDIS**)

At the university I had a programming basics course, data analytics in Python course and Git course.

Questions

Is this remote position or office?

When do you plan to close the position?

How long should I wait for an answer?

What is the company’s relocation policy?

What kind of programs do you use?

What type of work do you prefer?

What can you tell about yourself?

What kind of projects did you take part?

What is your grocery expectations?

How much time did you work in previous place?

Какие увлечения,

Комментарии  
Улыбка, внимательно слушай и меньше воды, если приводишь в пример компании – приводи в той же индустрии, не вертеться (если сидишь на стуле)

Я делал тестовое задание Technical artist (python, blender API)/ устраивался как Level Artist,