# Ivan Veremchuk

## Architectural Visualization Artist

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3D Artist with a unique background in physical construction. I combine technical proficiency in 3ds Max, V-Ray, and Corona with real-world knowledge of building structures to create accurate, photorealistic architectural visualizations. I leverage my on-site experience to translate complex blueprints into structurally sound, high-fidelity 3D environments.

## SKILLS

- **3D Modeling:** 3ds Max, Blender
- **Rendering**: V-Ray, Corona, Cycles
- **Post-Production:** Photoshop
- **Technical:** Blueprint Reading, CAD Translation, Structural Analysis

## EXPERIENCE

**Freelance 3D Artist**                                    **2024 – Present**

- Delivering photorealistic architectural visualizations for commercial and residential projects using 3ds Max & V-Ray.
- Translated 2D CAD drawings and technical blueprints into accurate 3D environments.

**Construction Technician**                                **2022 – 2024**

- Developed high-fidelity 3D assets with strict adherence to real-world scale and architectural proportions.
- Interpreted architectural blueprints and technical drawings to ensure structural accuracy for onsite execution.
- Gained hands-on expertise in residential building structures, wall assemblies, and joinery.
- Collaborated with site supervisors to solve complex framing challenges.

## EDUCATION

**Architecture & Design** - Chernivtsi College                **2017**