



# Ivan Veremchuk



## 3D Environment & Architecture Artist

3D Artist combining architectural precision with a background in physical construction. Unlike standard modelers, I leverage on-site experience with timber framing and stone masonry to create structurally grounded, realistic 3D environments. My workflow prioritizes clean topology, modular design, and optimized UVs for game-ready assets.

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### WORK EXPERIENCE

Freelance 3D Artist 2024 – Present

Created rigged and animated assets, including a stylized Tesla, demonstrating proficiency in asset hierarchy and animation pipelines.

Developed high-fidelity 3D architectural assets with strict adherence to scale and real-world proportion.

Delivered clean, quad-based topology suitable for UV unwrapping and texturing.

Translated 2D CAD drawings into accurate 3D environments.

Construction Technician 2022 – 2024  
Toronto, Canada

Applied real-world construction knowledge (timber framing & stone masonry) to 3D structural analysis.

Interpreted complex architectural blueprints to execute precise onsite assembly.

Gained deep understanding of material aging, load-bearing stress, and structural decay—crucial for realistic environmental storytelling.

Solved complex geometric framing challenges for residential structures.

### EDUCATION

Architecture & Design 2017  
Chernivtsi College

### SKILLS

High/Low Poly Modeling

Modular Design

UV Mapping

Clean Topology

3ds Max

Blender

Photoshop

Blueprints Reading

Rendering (Cycles/V-Ray)

### LANGUAGES

English – Proficient (C2)

Ukrainian – Native

Russian – Fluent



Rigging-ready character asset demonstrating clean quad topology and deformation-ready edge flow.



Stylized hard-surface vehicle with rigged components and animation-ready hierarchy.





Architectural interior environment built with accurate scale, materials, and real-world proportions.



Interior environment focused on lighting balance, material response, and spatial realism.





Exposed steel beam supporting original timber joists after partial floor removal.



Traditional rafter roof system with collar ties and metal gusset connections.





Exposed masonry wall showing layered plaster failure and long-term material decay.



Interior service corridor with raw stone, timber framing, and exposed electrical runs.