



CONTACT ME

📍 Poznań, Poland

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💻 www.artstation.com/mellst0ne

SKILLS

- Sculpting
- Knowledge of human anatomy
- Retopology
- Texturing
- Unity & Unreal 5
- Rigging & Animation

PROGRAM WHAT I USE

ZBrush
Maya
Blender
Substance Painter

Unreal Engine 5
Unity Engine
Marvelous Designer
Photoshop

DENYS ZHERNOVYI

3D CHARACTER ARTIST

PROFILE

I am a 3D character artist with a holistic knowledge of character design. I seamlessly integrate my skills to contribute to the collaborative process of game development. Eager to bring my comprehensive understanding and passion for game development to new challenges and collaborative endeavors.

WORK EXPERIENCE

3D Artist

Practice in - Rubens Games | February 2023 — May 2023

- Created of main in-game characters by overseeing the entire process from conceptualization to rigging and animation.
- Additionally, crafted organic props.

EDUCATION

University Collegium Da Vinci

Bachelor's Degree in Game Development | October 2022 - July 2025

Gained a comprehensive understanding of all gameDev production phases through collaboration with diverse teams and insights shared by industry professionals.

ACTIVITIES

I actively participate in a variety of contests and competitions, continuously working to improve my skills and push my boundaries. These experiences have fostered my resilience and creativity.

- 📖 MageJam Vol. 6 - game jam helded at the university. Had a chance to create a character with rig and animations in 48h.

Conests on ArtStation in the real time category with a full pipeline of character creation

- 📖 Neo Tokyo Game Character
- 📖 Medieval: Back and Forth Game Character

Actively participating in the academic community - Level UP.

- 📖 Have been involved in the creation of the Kaleidoscope competition contest.
- 📖 Created a small game with a friend to represent Level UP