

BOGDAN MITROFANOV

3D Environment Artist

📍 City – Arzamas, Russia

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ABOUT ME

3D Environment/Props artist with 3 years of experience.
Comfortable with creating props, level art, set dressing inside game engine.
Strong fundamentals in game art pipeline and creation of high-quality props and assets

PORTFOLIO

🌐 www.artstation.com/notbogart

ACHIEVEMENTS

[Artstation Challenge](#) – Creating Environment with Unreal Engine 5

SOFTWARE

- Blender, Maya, ZBrush
- Substance Painter, Substance Designer, Marmoset Toolbag, Photoshop
- Unreal Engine, Unity

WORK EXPERIENCE

10/03/2023
10/05/2023
(Arzamas, Russia)

3D Modeler

Easyteka.Online

Missions or tasks realized:

- Creating 3D models of different shapes from scratch, creating new models from existing ones (changing textures / geometry)
- Processing 3D models (retopology) and preparing them for the next steps in the workflow
- Placement of 3D models in scenes, visualization of interiors.

10/05/2023
To Present
(Voronezh, Russia)

3D Environment Artist

Specific Lab

Missions or tasks realized:

- Optimize existing assets (make LODs and Collision)
- Trim sheet and modular workflows
- Environment creation.

EDUCATION

2015 - 2019
Arzamas, Russia

B.S. Applied Computer Science
N. I. Lobachevsky State University of Nizhny Novgorod

2019 - 2021
Arzamas, Russia

M.S. Applied Computer Science
N. I. Lobachevsky State University of Nizhny Novgorod

TECHNICAL SKILLS

Familiar with high poly sculpting and modeling, including the process of creating and baking to lowpoly. Also texturing using Substance Painter.

Experienced with trim sheet and modular workflows.

Experienced with procedural workflows using SubstanceDesigner.

Good understanding of physical based rendering, LODs and Collision.

Basic knowledge of node based scripting in Unreal Engine and advanced knowledge of C#.