



# Oleg Khataev

Senior environment / prop artist / / Teamlead

Creative Senior 3D Artist with over 6 years of experience in a game development industry. Specialized on creating high-quality props and environment for AAA projects, using a wide amount of tools and engines aligned with top industry standards. A solid understanding of AAA production workflow allows me to deliver optimized assets and environments with compelling visual storytelling. Aimed to be a strong boost for any team to make a high-quality product together!

### Contact

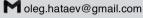


in LinkedIn



A /oleg\_mae





Tbilisi, Georgia // ready to relocate

### Skills

Modeling







Maya

**ZBrush** 

**Texturing** 



Blender





Substance Painter

Substance Designer

Adobe Photoshop

### Rendering









Unreal Engine

Marmoset Toolbag

Engine

#### Education

Master's Degree in Development and Production of **Electronic Devices** 

The Bonch-Bruevich Saint Petersburg State University of Telecommunications I 2014 - 2020

# Experience

OneUp Games 3D Artist // Oct 2022 – Jun 2025

TRACE studio 3D Artist - Team Lead // Mar 2021 - Oct 2022

Blacksteinn, Ltd 3D Artist - Team Lead // Mar 2019 - Mar 2021

# Notable projects

## Call of Duty: Modern Warfare II

- Created realistic 3D assets
- Led a team of artists
- Collaborated with Level Artists and Designers to improve asset integration
- Optimized production, texturing, and asset delivery workflows

# Cyberpunk 2077

Optimization hard-surface tasks

## **Atomic Heart**

Created realistic 3D assets

### Aliens: Fireteam Elite

- Led a team of artists
  Created Sci-Fi 3D assets
- Led the full pipeline from blockout to final production of a hub location

#### **Urban Heat**

- Created stylized 3D assets
- Experienced the full development pipeline of an entire game
- Collaborated with level designers, environment artists and the technical artists

#### Interests

Gaming, Running, Climbing, Cycling