



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

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 LinkedIn
 /oleg_mae
 @olegmae
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 Tbilisi, Georgia // ready to relocate

Skills

Modeling



Blender



Maya



ZBrush

Texturing



Substance
Painter



Substance
Designer



Adobe
Photoshop

Rendering



Unreal
Engine



Unity



Marmoset
Toolbag



IW
Engine

Education

Master's Degree in Development and Production of Electronic Devices
The Bonch-Bruевич Saint Petersburg State
University of Telecommunications | 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