

VIKTORIA NINOVA

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Location: London, UK

Portfolio: https://reiannnn.github.io/PortfolioWebsite_1/

SUMMARY

I am a creative and versatile 3D Artist with a passion for crafting beautiful and impactful visuals. Skilled in both 2D and 3D art creation, with experience in modelling, texturing, and concept design. Excited about the opportunity to contribute and rapidly develop my skills within a dynamic and friendly team.

SKILLS & SOFTWARE

- 3D Modelling & Sculpting: Blender, Maya, ZBrush
- Texturing & Materials: Substance Painter
- Concept Art & Illustration: Proficient in 2D traditional, digital and pixel art and 3D modelling pipelines and optimisation
- Environment & Character Art: Capable of creating stylised and realistic assets
- Collaboration & Communication: Strong teamwork skills, open to feedback and iteration

WORK EXPERIENCE

Personal & Academic Projects

- Created 3D environments and character models inspired by various art styles
- Collaborated with teams in group coursework, contributing to both initial concept ideas and 3D assets

EDUCATION

2023 – 2026

BSc H GAMES DESIGN & DEV

University of Greenwich

Relevant Coursework: 3D Modelling and Animation, UI/UX Design, Sculpting, Texturing & Shading, Game Engine Integration, Level Design

ADDITIONAL SKILLS AND INTERESTS

- Passion for both stylised and realistic art styles
- Enthusiastic about creating immersive game worlds
- Strong adaptability to different creative challenges
- Experience working in team environments with agile workflows

LANGUAGES

English: Advanced

Bulgarian: Native