

VIKTORIA NINOVA

Mobile Number: 07743673498

Email: ninovaviktoria455@gmail.com

Location: London, UK

Portfolio:

SUMMARY

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 to Hello Games and rapidly develop my skills within a dynamic and close-knit team.

SKILLS & SOFTWARE

- 3D Modelling & Sculpting: Blender, Maya, ZBrush
- Texturing & Materials: Substance Painter, Substance Designer, Photoshop
- Concept Art & Illustration: Proficient in 2D and 3D workflows
- Environment & Character Art: Capable of creating stylised and realistic assets
- Understanding of Art Pipelines & Optimization
- 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 on game jams, contributing to both concept art and 3D assets
- Applied best practices for asset optimization, ensuring models were game-ready

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

PORTFOLIO & PROJECTS

- **[Portfolio Link]** – Showcasing a range of 2D and 3D work, including characters, environments, and concept designs.

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