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, I have 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
- Texturing & Materials: Substance Painter
- Concept Art & Illustration: Proficient in 2D traditional, digital and pixel art and 3D modelling
- Environment & Character Art: Capable of creating stylised and realistic assets
- Collaboration & Communication: Strong teamwork skills, open to feedback
- Advanced knowledge of Unity and Unreal Engine
- Strong adaptability to different creative challenges
- Experience working in team environments with agile workflows

WORK EXPERIENCE

Personal & Academic Projects

- Created 3D environments, character models and user interfaces in a University Coursework game – HamHam's Escape
- Collaborated with teams in group coursework, contributing to both initial concept ideas and 3D assets
- Personal Pixel art characters project – created 3 different characters with idle animations

EDUCATION

2023 – 2026

BSc H GAMES DESIGN & DEVELOPMENT

University of Greenwich

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

LANGUAGES

English
Bulgarian