VIKTORIA NINOVA

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Portfolio: https://reiannnn.github.io/Website/
Itch Page: https://reiannvi.itch.io

SUMMARY
Creative and detail-driven 3D Artist with a strong focus on game-ready assets and immersive environments. Experienced in both stylised and realistic workflows, with a passion for world-building, visual storytelling, and interactive art. Comfortable working from concept to engine, both independently and in collaborative team settings.

SKILLS & SOFTWARE

3D Art & Texturing
- Blender (modelling, sculpting, UVs)
- Substance Painter (PBR & stylised texturing)
- Environment & Character Asset Creation
- Asset Optimisation for Games

Game Engines
- Unity (materials, prefabs, asset setup)
- Unreal Engine (asset integration, materials, basic scene setup)

Concept & Visual Development
- Concept Art & Visual Exploration
- Stylised & Semi-Realistic Art Styles
- Strong Colour, Mood & Shape Language

Workflow & Collaboration
- Game Art Pipelines
- Iterative Development & Feedback
- Team-Based Projects & Game Jams

PROJECT EXPERIENCE

Personal & Academic Projects

- Created game environments and character assets across university and personal projects

- Worked across concept -> 3D -> engine integration workflows

- Contributed art assets during team projects and game jams (Global Game Jam 2026, Micro Game Jam #52 Winter 2025)

- Ensured assets were clean, optimised, and engine-ready

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

ADDITIONAL SKILLS AND INTERESTS
- Studying Houdini
- Strong adaptability to different creative challenges
- Experience working in team environments with agile workflows

LANGUAGES
English: Proficient
Bulgarian: Native