

# VIKTORIA NINOVA

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Location: London, UK

Portfolio: <https://reiannnn.github.io/Personal-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