

Daria Hovor

3D Artist

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Summary

Creative and motivated 3D Artist with passion for creating high-quality assets.

In 2021 I completed a one-year 3D Maya course, where I studied such programs as 3D Maya, Zbrush, Substance Painter, Marmoset Toolbag, Unreal Engine 4.

Since then, I am continuously learning using YouTube tutorials and courses on Udemy honing my modeling, sculpting and texturing skills. I gained a commercial experience at Final Form Studio (<https://www.finalformstudios.com/>) as a CG Generalist. While working there I was making models from scratch, taking an active part in discussions, generating ideas by gathering references, and next more. My works (7 of my works) will be in the final release version.

My goal is to find a project where I will have an opportunity to improve my skills and bring value to it.

Experience

Final Form Studio (<https://www.finalformstudios.com/>)

CG Generalist

Sept. 2022 – Nov. 2022

- High/Lowpoly modeling shoes (3D Maya, Zbrush), completed in a timely manner
- Collaborate with the art directors to ensure that assets are created in the most efficient way possible
- Work with team to identify and solve both athletic and technical development issues

Team composition: 2 art directors, 1 level designer, 3 character artists, 2 CG generalists, 3 clothing designers

Tech: 3D Maya, Zbrush

Education

Bachelor's degree (Karazin Kharkov national university)

Sept. 2018 – Aug. 2022

International relationships and region studies

Skills

- Autodesk Maya – 3D Modeling, Retopology, UV Unwrap, XGen, rendering (Arnold), rigging, simple animation
- Zbrush – sculpting, polypaint, hard surface modeling (ZModeler)
- Substance Painter – texturing, UV Bake
- Marmoset Toolbag – creating simple materials, UV Bake, rendering
- Adobe Photoshop – fixing normal map artifacts

Languages

- Ukrainian/Russian – native
- English – Upper-Intermediate level