
Iana Gavrina

3D Artist

Belgrade, Serbia

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SUMMARY

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

I started studying 3D in January of 2023

SKILLS

- High proficiency in Blender, Substance Painter, Marmoset Toolbag, Photoshop
- Experience with Unity
- Understanding of the whole creation pipeline for game-ready assets (High Poly, Low Poly, UV Mapping, Bake, PBR Texturing)

EXPERIENCE

<https://rivvilin.itch.io>

I participate in game jams

The most successful game was Diagnosis: Murder, it was made in 7 days and took 13th place out of 150

LANGUAGES

Russian - native

English - B2