

3D Character Artist

Dmytro Pysartsev

Creative 3D Artist with **5+ years of experience** specializing in realistic character and creature creation. Skilled in **high/low poly modeling, texturing, retopology, UV layout, lighting, and rendering**. Passionate about optimizing workflows and generating ideas, I always look for ways to improve the project as a whole and contribute to achieving the best possible final result.



<https://www.artstation.com/dpysartsev>

Contacts:

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Pipeline & Tools:

- ZBrush
- Maya
- Marvelous Designer
- RizomUV
- Adobe Substance Painter
- 3DCoat
- Arnold Render
- Marmoset Toolbag
- Unreal Engine 5
- Adobe Photoshop
- DaVinci Resolved

Technical Skills:

- 3D Modeling & Sculpting
- UVMapping, UDIM
- Texturing
- Lighting
- Rendering
- Strong knowledge of human anatomy, silhouette and colour
- Game Development: Unreal Engine 5 integration, master material setup

Languages:

English - Conversational
French - Intermediate
Ukrainian - Native

Experience:

3D Character Artist

Independent

2020-Present

Creation of realistic characters and creatures for client projects. Experienced in PBR texturing workflows, stylized and hand-painted approaches. Developed 3D character models for printing and designed original character concepts.

3D Lead Character Artist Assistant

2023

Doghowl Games

Responsible for creating optimized low-poly weapon models for integration into the game engine. Assisted in maintaining visual quality and performance balance across in-game assets.

3D Artist, Designer, Game Designer

2020-2022

Designed and developed characters based on a novel universe, taking into account unique personality traits and story context. Created 3D models for printing and board game development. Contributed to gameplay design, world-building, and storyline expansion with original creative ideas.

Exotic Wood Desiner and Craftsman

2014-2017

3.14Wood, Ukraine

Designed and handcrafted custom interior pieces and lighting made from exotic wood. Created unique, one-of-a-kind designs combining aesthetics, functionality, and fine craftsmanship. Worked closely with clients to develop personalized concepts and ensure the highest quality finish.

Designer of Interior Textile

2012-2022

Swan Studio, Ukraine

Developed design concepts and production technologies for custom interior textile products of any complexity. Managed the full cycle — from design and prototyping to final production and quality control. Led a small production team, coordinated workflow, and ensured timely delivery of bespoke textile projects.

Education:

Master's Degree in Geodesy, Cartography and Cadastre

Odessa State Academy of Building and Architecture 2007-2012
Technical engineering program combining spatial design, topography, and drafting. Provided a strong foundation in accuracy, structure, and spatial thinking — skills that now enhance my 3D art workflow.