

ELENA GUSAREVICH

Environment Art Lead | 3D Team Lead | Senior 3D Artist

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Georgia, Tbilisi

SUMMARY

With over 5 years of experience in 3D modeling and environment art, I specialize in crafting immersive locations, optimizing pipelines, and leading 3D teams to deliver visually striking and technically sound assets. Known for my ability to manage projects efficiently, mentor junior artists, and bridge the gap between creative vision and production realities.

EXPERIENCE

Art Director | Art Lead Gamedev 12/2024 - 06/2025

Outsourcing – 3 Projects

- Directed the development of a branded Roblox experience for a major international brand, overseeing environment design, asset production, and visual polish.
- Led the art direction for a stylized 3D mobile game, managing the art team and ensuring consistent visual quality across characters, environments, and UI.
- Defined the visual direction and supervised environment production for a PC vertical slice in Unreal Engine 5, focused on atmospheric storytelling and modular level design.
- Managed communication between stakeholders and team members, facilitating smooth production and creative alignment.

Art Lead 3D | Senior Environment Artist 03/2024 - 10/2024

NDA, Online PC Game | Cyprus

- Developed location schemes, delegated and supervised task completion, and assisted in reporting.
- Planned and designed detailed location schemes, ensuring that all zones and elements met both gameplay and aesthetic requirements.
- Created game locations, zones, and assets that meet both lore and technical requirements.
- Assisted in the optimization of 3D projects for colleagues by providing consultations on optimization techniques, such as polygon reduction, improving LOD systems, and texture optimization, which enhanced project performance.
- Compiled system and technical documentation for the 3D department to ensure adherence to quality standards.
- Conducted market analysis to identify suitable assets and ready-made solutions, ensuring they meet quality requirements, which helped reduce development time.
- Assisted in the search and selection of talent to expand the team.

Art Lead | Lead Environment Artist (3Ds MAX) 02/2024 - 03/2024

3D NFT Game | Outsourcing Studio, Poland



SOFTWARE

3Ds Max • Blender • Fusion 360 •
3D Coat • Marmoset Toolbag •
Photoshop • Unreal Engine • Unity •
CodeWalker • Figma • Miro •
Notion • Trello • Jira

TECHNICAL SKILLS

Hard Surface Modeling • Sculpting •
Subdivision Modeling •
UV Mapping • Baking • Texturing •
Rendering • Retopology •
Basic Character Modeling •
Basic Animation •
Python Scripting (3D Tools) •
Location Planning & Scheme
Drawing •
Fusion 360 • CodeWalker

SOFT SKILLS

Leadership & Mentorship •
Task & Pipeline Management •
Strategic Thinking & Problem-Solving •
Project Documentation •
Adaptability & Initiative •
Art Direction & Visual Consistency

ACHIEVEMENTS

- ✓ **Problem-Solving** Developed innovative solutions to software limitations, enhancing team efficiency. Leveraged community expertise to address complex issues and facilitated problem-solving.
- ✓ **Community Leadership** Currently managing several VKontakte 3D modeling software chats, including 3D Coat, Blender, 3Ds Max, and Fusion 360, engaging over 1000 members through effective communication and leadership.

- Formed and grew a specialized 3D artist department to 10 professionals to meet diverse project requirements.
- Oversaw and executed over 30 distinct 3D projects, culminating in a 40% boost in production efficiency.
- Cultivated team dynamics to bolster client relations and ensure strict adherence to deadlines and quality standards, contributing to a sales increase starting from 10% and securing a proposal for an ongoing partnership.

Design Engineer (Fusion 360, 3Ds MAX) | Lead project **02/2022 - 10/2023**

AE | Georgia, Tbilisi

- Contributed to the company's focus on enhancing manufacturing quality by developing key components for industrial 3D printers, including thermoregulation systems, electronics, and body panels in Fusion 360.
- Oversaw and executed more than 20 complex projects, utilizing Fusion 360 for device modeling and technical development, leading to a 50% improvement in production quality metrics.
- Utilized 3Ds MAX (Corona) for the creation of detailed models for the company's marketing materials, significantly raising the standard of promotional renders.
- Directed the finalization and market preparation of the latest 3D printer model, ensuring flawless project execution through meticulous planning and effective team management.
- Spearheaded the revision and enhancement of technical documentation, which automated processes and elevated operational standards, thus playing a key role in increasing revenue by 80% and establishing new benchmarks for international partnerships.

Environment Artist **01/2022 - 03/2022**

NDA, Game Development Outsourcing | Japan

- Developed over 30 sets of low-poly clothing and environmental props for three new game locations, significantly enhancing the players' visual experience across different game genres.
- Spearheaded the optimization of 3D assets, achieving outstanding game performance and elevating the quality of the final product.
- Introduced innovative stylized design solutions, creating detailed and visually appealing game assets despite low-poly constraints.

Environment Artist **06/2020 – 03/2022**

Freelance (Upwork & Local Furniture Studio)

- Created high-quality environment and interior models based on client references, sketches, and technical drawings for game and archviz projects.
- Led a small cross-functional team (3D artist, animator, and video render specialist) to deliver complete visual solutions for commercial use.
- Managed direct communication with international and local clients, ensuring clear feedback loops and timely delivery.

EDUCATION

Third-class artisan blacksmith of hand-forged art **01/2012 - 01/2013**

Crafts Academy | Moscow, Russia

Self-Education in Game Development, 3D Design & Industry Tools **2019–2021**

Courses, mentorship, and community-based learning (Moscow, Russia)

✓ **Mentorship & Training**
Instructed over 50 individuals in construction technologies, 3D modeling with 3Ds MAX, 3D Coat, and Fusion 360.

✓ **Understanding of Game Development as a Whole**
Involvement in friends' game projects and personal gaming endeavors, coupled with active community engagement, has yielded a deep understanding of the development process.

✓ **Community Building & Industry Engagement** Founded and grew the GamePulse community (Telegram & VK), gaining over 5,000 members. Organized offline game jams and meetups in Tbilisi with sponsor support, and built a curated talent database to assist studios in hiring.

PASSIONS

✓ **Art and Games** Driven by the innovative spirit of gaming culture, I am committed to crafting atmospheric 3D objects and locations that resonate with players and enhance their immersive experience.