Evgeniy Suldin
3D Generalist/Technical Artist

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esuldin.vercel.app/ 🔲

github.com/hrowa 🐙

WORK EXPERIENCE

Technical Artist (Unreal Engine)
Talking Birds & Flying Fish ↗

11/2023 - 06/2025

Achievements/Tasks
- Worked on several projects:
- Created installations for phygital park Manzherok, "Forest of Wonders"
- Music video for Dubai Music Festival
- Installations for Microsoft RSA Conference
- VR installation for Moscow Transport Museum, "Fly Over Moscow of the future"
- **Skills: Unreal Engine · Autodesk Maya · Python · Houdini · C++**

Technical Artist (Unreal Engine)
HGC

06/2022 - 11/2023   *Remote*
AAA Shooter Game (startup)

Achievements/Tasks
- Worked on unannounced AAA title.
- Improving art pipeline, assets and resolve technical issues. Writing pipeline scripts (python, c++).
- Profiling. Optimizing assets and game performance.
- Creating materials, VFX, lighting, troubleshoting
- **Skills: Unreal Engine · Autodesk Maya · Python · Houdini · C++**

3D Generalist/Python Developer
Parovoz, Animation Studio ↗

01/2017 - 05/2022   *Moscow*
Animation Studio

Achievements/Tasks
- Creating Animation series "Leo & Tig".
- Creating visual effects with Houdini.
- Shading, Lighting, Rendering in Maya.
- Scripting with python and MEL.
- **Skills: Houdini · Autodesk Arnold · Autodesk Maya · Python**

3D Generalist/VFX Artist
Moolt, Animation Studio

10/2014 - 12/2016   *Moscow*
Animation Studio

Achievements/Tasks
- Creating animation series " Defenders ".
- Creating visual effects in Houdini. Rendering/lighting/shading
- **Skills: Houdini · Mantra · Visual Effects**

SKILLS

Unreal Engine · Unity · Maya

ZBrush · Houdini · Blender

Substance Designer · VFX · Python

Rigging · Javasript · Modeling

Animation · Texturing · Python

C++ · GIT · Photoshop

EDUCATION

Social Psychology, Master's Degree
Tomsk State University

2005 - 2010
Tomsk

LINKS

Personal site ↗

Artstation ↗

Freelance projects ↗

INTERESTS

Javascript/React · Psychology

Art · Chess · Baduk/go